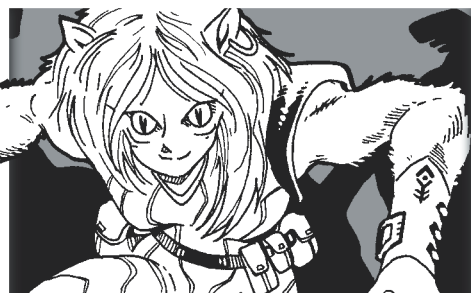


GURPS®

Fourth Edition

FURRIES



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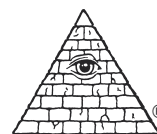
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INTRODUCTION

What animal do you want to be?

People have been telling stories about animals since the dawn of history, and probably before. Almost always, those stories humanize their characters – providing them with motives and personalities, having them talk, often giving them technology or social organization. Some stories are told purely in words; some have illustrations; and some are told primarily visually – for example, as graphic novels or animated cartoons. *Furries* are characters defined by visual images of humanized animals, in a modern form of such stories.

Almost any genre of fiction or drama can have furry characters. Under the influence of classic cartoons, they're often associated with humor, even slapstick. But “funny animals” aren't always funny, any more than “comic books” are always comical. Humanized animals can appear in genres such as slice of life, mysteries, adventure stories, science fiction, and fantasy.

GURPS has been receptive to furry characters for a long time; the **GURPS** adaptation of the classic game *Bunnies & Burrows* was published in 1992. And as a universal roleplaying game, **GURPS** can support all of the different genres where furry characters appear. But until now, there hasn't been a general **GURPS** treatment of humanized animal characters.

GURPS Furries is that treatment. If you want to play a furry character in a **GURPS** campaign, or to run a furry campaign in **GURPS**, this book provides the tools. Chapter 1 surveys the furry artistic style and its sources, and suggests several possibilities for campaigns inspired by it. Chapter 2

provides game mechanics for character creation, martial arts, and equipment. Chapter 3 offers dozens of ready-to-play templates for furry races, from widely popular furry archetypes to some really unusual options. Find the humanized animal you want to play – or create it!

RECOMMENDED BOOKS

At a minimum, you'll want the **GURPS Basic Set**, **GURPS Power-Ups 2: Perks**, and **GURPS Power-Ups 6: Quirks**. Racial design is informed by concepts from **GURPS Template Toolkit 2: Races**. Chapter 2 makes use of ideas and new traits discussed in **GURPS Martial Arts**. *Furry Superior* in Chapter 3 draws on **GURPS Powers**. If you want to design your own furry races, you can benefit from **GURPS Bio-Tech** and **GURPS Powers: Enhanced Senses**.

For a complementary topic – human beings with the souls or spirits of animals – see **GURPS Powers: Totems and Nature Spirits**.

ABOUT THE AUTHOR

William H. Stoddard learned to read from *Walt Disney's Comics and Stories*. He went on to the *Jungle Books* and then to science fiction and anthropomorphic comics. He and his wife live in Lawrence, Kansas with their ginger tabby Macavity – and more books and art than their shelves and walls can hold. He started writing for Steve Jackson Games with **GURPS Steampunk** and has never looked back.

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or

twitter.com/sjgames. Share your brief campaign teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Furries** web page is gurps.sjgames.com/furries.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

GENRES

According to fannish historian Fred Patten, furry characters were recognized as a distinctive artistic category in 1980, during a discussion at the World Science Fiction Convention in Boston. Over the next decade, furry fandom emerged as a social group, leading to the first special-interest convention in 1989.

Fan publications were the first to offer furry material. Starting in the mid-1980s, furies showed up in comics that were self-published or from smaller publishers. Webcomics began appearing in the mid-1990s and have become a major venue for furry material.

Over roughly the same time span, a variety of roleplaying games devoted to furies have appeared, starting in 1983 with *Other Suns*, a science-fictional setting where most of the races visually resembled Earth mammals. Among these are games inspired by single series, original furry games, and furry sourcebooks for general-purpose games. **GURPS Furies** is such a sourcebook, applying **GURPS** character design and game mechanics to furry characters in a variety of settings.

Is THIS A GENRE?

When we talk about “genre” in roleplaying games, it’s usually in the literary or cinematic sense. Science fiction, murder mysteries, and romantic comedy are examples of genres. Stories or games about furies aren’t a genre in this sense. Some genres, such as beast fable (p. 6), characteristically have furry characters. Furry characters can appear in almost any fictional genre, as a look at the *Bibliography* (pp. 35-37) illustrates.

In art criticism, “genre” means a type of visual subject matter, such as history paintings, seascapes, or still lifes – or animal paintings. “A type of subject matter” is exactly what furies are! Furry material is a genre of *visual art*. It can stand on its own, as drawings, paintings, or web pages; accompany stories as illustrations; or *tell* stories, through sequential images such as graphic novels or animation. Furry games are about characters who fit this artistic genre, no matter what genre of stories or drama they belong to.

WHAT IS A FURRY?

Early in the emergence of furies and furry fandom, several different labels were used for what they were about.

- *Anthropomorphics* explicitly focused on a humanoid body plan. It also suggested a science-fictional approach, as in Steve Gallacci’s “Erma Felna, EDF” (the lead series in his

anthology comic *Albedo Anthropomorphics*, first published 1983), with biologically realistic characters or, more broadly, systematic worldbuilding.

- *Funny animals* evoked cartoon characters – in animation from the Walt Disney and Warner Brothers studios, and in comic strips such as Walt Kelly’s *Pogo*. It sometimes suggested a humorous or over-the-top approach without serious plots or settings.

- *Furry* was originally used in the phrase “furry fandom.” It came to refer both to the fans themselves and to the characters they were fans of. It’s more identified than the other two terms with a specific community, but it’s also a more generic term, compatible with everything from serious speculative fiction to cartoon humor.

FURRIES AND OTHER ANIMALS

Furies are animals – but not all animals are furies. Some stories about anthropomorphized animals also have animals that *aren’t* anthropomorphic. Disney cartoons had both Mickey Mouse’s dog Pluto (an animal and a pet) and his friend Goofy (an anthropomorphic dog). C.S. Lewis’s *Narnia* series had both ordinary animals and animals given the gift of speech by Aslan.

The two usually are obviously different. Pluto is a quadruped; Goofy is a biped with hands. But even if they look alike, as in *Narnia*, they’re treated differently. For example, animals may be food (even for anthropomorphic animals!), but eating an anthropomorphic animal may be shown as horrifying, like cannibalism (see *The Question of Carnivory*, p. 10). When they interact, the anthropomorphics act as “people” and the ordinary animals as “animals.”

The word “furry,” which this book will mainly use, has wider and narrower senses. Narrowly defined, furies are animals with humanoid body plans, sapient minds, and motives and cultures comparable to those of humans. “Humanoid” is a subset of “tetrapod,” referring to land vertebrates, and furies are characteristically based on animals with four limbs, which can easily be anthropomorphized. Humans are also land animals, and most furies are based on land or amphibious creatures.

Furry characters are often a way of telling stories about people, so their motives have to make sense in human terms. More broadly, a character with several of these traits might be regarded as “furry” despite lacking one or two of them. For example, centauroid races are neither humanoid nor four-limbed, but have a following among furry fans.

One thing that *doesn't* define furies is being literally “furry.” Other body coverings can take the place of fur. Avian races can have feathers; reptilian ones can have scales. For the purposes of this supplement, “featheries” and “scalies” both count as furies.

Some character types that seemingly do fit the pattern aren't usually called furies. Humans who take on animal form, or are magically transformed into animals, but are identified as “really” human, are almost the mirror image of furies, who have humanoid forms but are “really” animals (see *Shapeshifters*, p. 7). Nonhuman Hominidae (bonobos, chimpanzees, gorillas, and orangutans), as in *Planet of the Apes*, don't usually count as furies, possibly because their unmodified form is *already* anthropomorphic. The same applies to such purported undiscovered species as Sasquatch and yeti.

FINDING YOUR ANIMAL

Most of the templates in this supplement have allusive names, based on literature, mythology, taxonomy, and other sources. For convenience, here's a list of animal types and templates based on each.

Type Templates

Anteater	Formicarius (p. 26)
Bear	Medved (p. 22), Ursinoid (p. 29)
Beaver	Castor (p. 25)
Cat	Cat/Dog (p. 29), Felinoid (p. 25)
Chimpanzee	Educated Chimpanzee (pp. 21-22)
Dog	Canid (p. 24), Cat/Dog (p. 29), Neodog (p. 22), Wardog (p. 33)
Dragon	Draconid (p. 25), Saur (p. 28)
Duck	Duck (p. 34)
Fox	Folf (p. 30), Kitsune (pp. 31-32), Vulpid (p. 29)
Frog	Frog Prince (p. 30)
Giraffe	Qilin (pp. 27-28)
Hawk	Accipiter (p. 23)
Hedgehog	Urchin (p. 29)
Horse	Houyhnhnm (p. 30)
Hyena	Crocutid (p. 25)

Type	Templates
Jaguar	Jag (p. 23)
Leopard	Pard (pp. 23, 24)
Lion	Leo (pp. 23, 24)
Lizard	Saur (p. 28)
Mole	Mighty Mole (p. 32)
Mouse	Mouse (p. 34)
Otter	Lutrid (p. 26)
Parrot	Polynesia (p. 22)
Pig	Porcid (p. 27)
Python	Oracular Lamia (pp. 32-33)
Rabbit	Lapine (p. 26)
Raccoon	Procyon (p. 27)
Rat	Tek-Rat (p. 23)
Shark	Samebito (pp. 30-31)
Skunk	Mephitid (pp. 26-27)
Snow Leopard	Ounce (pp. 23, 24)
Squirrel	Shekru (pp. 28-29)
Tiger	Tigricentaur (p. 31), Tigris (pp. 23, 24)
Turtle	Turtle (p. 34)
Velociraptor	Raptor (p. 34)
Wolf	Folf (p. 30), Lupine (p. 26)

SOURCES AND INSPIRATIONS

Despite the recent origin of the idea of a “furry,” it was partly inspired by many sorts of older material, to which fans and creators often looked for inspiration.

LEGENDS

Humanized animal images are older than history. A 12"-tall ivory sculpture found in a German cave – a human figure with a lion head – is at least 35,000 years old. A cave in France, Trois-Frères, contains a crouching humanoid image, “The Sorcerer,” often drawn with antlers (though they're not easily seen in photographs). These may have been religious art. Many ancient Egyptian deities were portrayed as human figures with animal heads, and Hindu deities include the elephant-headed Ganesh and the monkey god Hanuman.

Animistic (spirit-worshipping) religions, among many indigenous peoples, attribute humanlike agency to aspects of

nature, including animals. Human groups may identify with specific animals, or *totems*, as discussed in **GURPS Powers: Totems and Nature Spirits**. Shamans may seek relationships with spirits, including animal spirits.

Legends about animals or animal spirits appear in many cultures. For example, Japanese legends attribute magical powers to both foxes (*Kitsune*, pp. 31-32) and tanuki (“raccoon dogs”). Native American cultures have tales about the deeds of various animals. The bear is often a key figure in these legends. Bear worship (or arctolatry) is widespread at northern latitudes, among cultures from the Sami of the Nordic countries to the Ainu of Japan. Many animal species play the role of trickster figures in legends: coyotes in much of North America, ravens in the Pacific Northwest, foxes in Europe and Asia, the spider Anansi in West Africa and the Caribbean, hares in Africa, or rabbits among the Cherokee and African Americans.

(El-ahrairah – “the prince with uncountable enemies” and the legendary rabbit demigod of Richard Adams’s *Watership Down* – is a trickster.) Such animal legends were an early source of stories about humanized animals.

BEAST FABLES

In ancient civilizations, storytellers used animal characters to comment on human life and teach moral lessons. In Western civilization, the best-known example was Aesop’s fables, attributed to a Greek former slave of the sixth century B.C. These stories were short; featured animal characters who talked to each other and often to humans; and portrayed their characters more as embodiments of moral ideas (see *Signature Traits*, p. 15) than naturalistically. India has similar stories, the *Jatakas*, dating to the fourth century B.C. These tales were said to be Buddha’s memories of previous lives, told to his disciples as part of his teaching and characteristically ending not with “the moral is” but with “and I was that particular character.” Later examples of this type of story include Jean de La Fontaine’s *Fables* (1668-1694), many taken from Aesop.

Other writers produced longer stories and ongoing series of stories with recurring characters, such as the 12th-century *Roman de Renart* or Joel Chandler Harris’s *Uncle Remus* – which is now controversial for its portrayal of black life and dialect, but includes stories that can be traced back to West African cultures. A common element in such stories is the trickster hero, such as Renart the fox or Br’er Rabbit, a precursor of cartoon characters such as Bugs Bunny. The *Roman de Renart* uses an animal society to comment on human political conflicts. Other examples of such commentary include Aristophanes’ play *The Birds*, which has birds founding an ideal city, Nephelococcygia or “Cloudcuckooland”; George Orwell’s novel *Animal Farm*, an allegory of the Russian Revolution; and Art Spiegelman’s graphic novel *Maus*, a reflection on the Holocaust.

CHILDREN’S STORIES

In the 18th century, publishers started bringing out books specifically for children. Originally, these were instructional or moralistic, but later children’s writers increasingly sought to entertain. Stories with fantastic elements came to be seen as especially suited to children. At first, the works were older stories such as Aesop’s fables, *Gulliver’s Travels*, or fairy tales by writers such as Charles Perrault (author of “Little Red Riding Hood” and “Puss in Boots,” among others). Soon, original fantasy was being written for children.

These stories approached animal characters with human-like traits in several different ways. Some included them among other fantastic beings in worlds such as Lewis Carroll’s *Wonderland* or C.S. Lewis’s *Narnia*. Other writers, such as Kenneth Grahame and Walter R. Brooks, had them living alongside mundane humans and talking with them. Authors such as Beatrix Potter in the United Kingdom and Thornton W. Burgess in the United States portrayed them as having separate animal lives, but gave them clothing and other human-like traits. Terry Pratchett’s *Discworld* novel *The Amazing Maurice and His Educated Rodents* paid tribute to this by having such a story become a kind of scripture for a group of

sapient rats. Other authors – such as Rudyard Kipling, Felix Salten, and Richard Adams – showed them more naturalistically, without technology, though still able to speak with each other in animal languages. The early anime series *Kimba the White Lion* took a similar approach (see *Comic Strips and Animation*, p. 7).



SCIENCE FICTION

Science fiction evolved partly out of social satire, as writers began doing serious worldbuilding around their satiric premises. *Gulliver’s Travels* offers an early example of this approach. In its Fourth Voyage, Jonathan Swift turns an ironic reversal of humans and animals into a detailed account of a civilization of sapient horses, the Houyhnhnms (p. 30). Pierre Boulle’s *Planet of the Apes* offers a similar reversal, a world where apes trained to be servants became masters.

In *The Island of Dr. Moreau*, H.G. Wells combined a Swiftian view of human nature with technological speculation about surgical vivisection giving humanlike form to animals. In *Sirius*, Olaf Stapledon envisioned a sheep dog given sapience by prenatal chemical treatment, while retaining canine shape. Later writers depicted enhanced animals of both types. David Brin gave the name “uplift” to the process of enhancement (see *GURPS Uplift*). *Transhuman Space* describes a science-fictional future with both enhanced animals and zoomorphic bioroids.

Other writers portrayed alien races modeled on Earth animals. This assumes more evolutionary convergence than most biologists think likely (as discussed in Stephen Jay Gould’s *Wonderful Life*) – but a science-fictional world with humanoid aliens might just as well have alien parallels to Earth animals.

Andre Norton and C.J. Cherryh, among others, describe such races in their stories. In roleplaying games, **Traveller** (and **GURPS Traveller**) has the Aslan (from Turkish *arslan/aslan*, “lion”) and the Vargr (from Icelandic *vargur*, “wolf”) – the latter explained as uplifted from Earth wolves. **Other Suns** portrayed a wide range of animal-inspired races.

It’s also possible to envision actual Earth animals as alien societies. A notable example is Richard Adams’s *Watership Down*, an epic about the founding of a rabbit society modeled on Virgil’s *Aeneid* – and the inspiration for the early roleplaying game **Bunnies & Burrows**. Later novels on similar lines have often had strong fantasy elements.

COMIC STRIPS AND ANIMATION

Telling stories in sequences of images goes back many centuries. But the current style is largely a product of American newspapers, starting in the 1890s. Animal characters were present from the start, in Jimmy Swinnerton’s strip *The Little Bears*. “Funny animal” strips that remain influential include *Krazy Kat* and *Pogo*. Animal characters also were shown in strips with human characters, from *Peanuts* to *Dilbert*. Funny animals turned up in comic books from the 1930s through the 1950s, but largely vanished with the superhero boom of the 1960s, only to reappear in underground comics such as *Fritz the Cat*.

Animated films emerged as a technology shortly after 1900 and became industrialized in the 1910s. An early major original character, Felix the Cat, first appeared in 1919 in the silent-film era. In 1928, Disney Studios pioneered the use of sound in animation with “Steamboat Willie,” which introduced Mickey Mouse. Disney, Warner Brothers, MGM, and other studios created many still familiar funny animal characters for theatrical cartoons. In the 1950s and 1960s, cartoons largely moved to television, with the emergence of new studios such as Hanna-Barbera and Jay Ward – but tight production schedules forced a shift to limited animation, in which parts of the image remained static from frame to frame.

Animation became a major industry in Japan in the 1960s. The first color anime series, *Jungle Emperor* – titled *Kimba the White Lion* for American audiences – was primarily drama rather than comedy and later influenced furry fandom.

Longer animated films featuring animal characters were also made. Some had characters in approximately natural forms, such as *Bambi* and *The Lion King* (controversial because of its parallels to *Kimba*). Others had anthropomorphized characters, such as *Robin Hood* and *Kung Fu Panda*. Although not the first such production, *Who Framed Roger Rabbit* is perhaps the best-known film combining animation (largely with funny animal “toons”) and live action. Its success led Steven Spielberg’s Amblin Entertainment (which co-produced the movie) to create *Tiny*

Toon Adventures, *Animaniacs*, and its spin-off *Pinky and the Brain* as part of a revival of 1940s-style animation.

With the emergence of furry fandom, artists began creating their own original series. In the 1980s and into the 1990s, these were published as small-press comics (either as multi-issue series, such as with Stan Sakai’s *Usagi Yojimbo* or Martin Wagner’s *Hepcats*, or as anthology titles, such as *Albedo Anthropomorphics* and *Critters*) or in fan-press titles such as *Rowrbrazzle* and *Yarf!*. In the 21st century, they have largely moved online as webcomics (such as *Kevin and Kell*), though David Petersen’s comic book *Mouse Guard* found a substantial audience. Some of this material is still in the “funny animal” tradition. Other parts are action/adventure (such as *Usagi Yojimbo*), serious drama, or social commentary (such as Art Spiegelman’s *Maus*).

SHAPESHIFTERS

One type of human/animal character is the being who can take either human or animal form – a *shapeshifter*. These come in several varieties. Most of them aren’t thought of as “really” animals, which sets them apart from furry characters.

- Trickster animals often can disguise themselves as humans, like kitsune and tanuki in Japanese legend. Often there’s some betraying flaw, such as an animal tail.
- Human shamans may be able to send their spirits out to roam the world in animal form.
- Actual spirits or other supernatural beings may be able to assume animal shapes, like the pookas and selkies of British faerie lore. Trickster gods such as Loki are often shapeshifters.
- Humans may physically change into animals – most often animals seen as threatening in a particular culture, such as wolves in Europe – or into anthropomorphic forms such as wolfmen. Lycanthropes are traditionally seen as monsters; recent portrayals viewing them sympathetically are closer in spirit to images of furies.

CAT-GIRLS

A cat-girl is a character who looks enough like a human woman to be considered attractive (often “sexy” or “cute”), but with catlike features and a catlike personality. This is often defined specifically as “cat ears and tail,” but the historical development of the concept has covered a wider range, from fully humanoid to felineoid (see p. B261).

The science-fiction writer E.E. Smith created one of the first examples in “Storm Cloud on Deka,” part of the *Vortex Blaster* series. Later science-fictional examples appear in Cordwainer Smith’s “The Ballad of Lost C’mell” and Fritz Leiber’s *The Wanderer*. Furry comics with female feline heroes include “Erma Felna, EDF,” published in *Albedo*, *Omaha the Cat Dancer*, and *Usagi Yojimbo*, with the supporting character Tomoe Ame. Cat-girls also appeared in anime such as *All Purpose Cultural Cat Girl Nuku Nuku*, *The Vision of Escaflowne*, and *Tokyo Mew Mew*. *Hellsing* had a cat-boy, Schrödinger, as a secondary character.

Some of these characters, including C’mell and Nuku Nuku, are visually indistinguishable from humans, and thus not “furry” as usually understood. But they’re part of the cultural evolution of the cat-girl and anthropomorphic cat archetypes.

CAMPAIGNS

As with any campaign, the GM first decides what the furry campaign will be about. What will be its theme, and what role will anthropomorphic characters play in it? Here's a comparison of several possible approaches and a sampler of campaign ideas.

ALONG FOR THE RIDE

A campaign can include furies without being *about* furies. A science-fictional world may have animal-inspired aliens; a fantasy realm may have beast-people alongside elves and dwarves. Or furies might be created through bioengineering (as in *Transhuman Space*) or thaumaturgy. Players who find furry characters appealing can play one without their nature being a dramatic focus. This approach can work with either sapient but otherwise realistic animals (*Humanity's Clients*, pp. 21-23) or classic anthropomorphic races (*A Diversity of Creatures*, pp. 23-29).

One Species or Many?

Mainstream furry material, like the art and stories that partly inspired it, features “animal” characters of many species, with or without humans appearing. Often, nearly any mammal, or any land vertebrate, can be the basis for furry characters. A campaign can start out with the races in *A Diversity of Creatures* (pp. 23-29), which include most of the popular choices and a few offbeat ones. That list can also provide inspiration for creating additional races if a player favors an unusual animal. Alternatively, in a science-fictional campaign, the choices may be limited to a handful of newly enhanced species, or even just one, and a racial template should be chosen or designed for each species before players create characters (see pp. 11-15).

NEW CREATIONS

In some campaigns, anthropomorphic characters don't really belong to *races* – though it's still convenient to give them racial templates. The characters are among the first of their kind, or even unique.

Fur and Spandex

In a world of costumed supers with powers and abilities from many sources, enhanced animals and human/animal hybrids could fit right in. Some heroes switch between human and animal forms, letting them maintain secret identities; those with only one form can't do this and may exist in hiding. The usual power modifier for furry supers is Biological (*GURPS Powers*, p. 26), but mystically inclined characters may have Nature, Spirit, or Divine as a power source (see *GURPS Powers*, pp. 26 and 28, and *GURPS Powers: Totems and Nature Spirits*). Especially for the latter characters, signature traits (p. 15) are appropriate; more generally, they

work well with supers having distinctive moral stances and missions. A campaign can focus on the deeds of an all-furry team with a shared quest for recognition. (Furry *villains* seeking to dominate or displace humanity are also an option!)

Test Models

Cutting-edge science has discovered bioengineering techniques for granting animals enhanced intelligence and sapience. The main characters are early products of these techniques, created in unregulated laboratories. Now their existence is public knowledge – and they're learning about the human world and trying to prove their own worth in it, while human leaders debate whether they should be sterilized or even exterminated. Whatever they do will create a racial Reputation, for good or bad. A major theme of this campaign is isolation and alienness.

COMPANIONS IN ADVENTURE

Some campaigns have significant populations of furies, with recognized roles in society – but not necessarily equal ones.

Fitting In

A slice-of-life campaign is set on present-day or near-future Earth with an anthropomorphic race as a new minority group. Characters have some level of Social Stigma and a choice of how to deal with it: assimilation, organized crime, or separatism. Having a single anthropomorphic race can help frame these as personal options rather than racial tendencies.

Hiding Places

In this kind of campaign, furies are less a part of human society. At best, they're treated as useful tools; at worst, they're resented or feared. Some escape, or are dumped as “unsatisfactory,” and live in wild areas or failed cities, trying to avoid human notice – but sometimes requiring human help. “Adventures” in this campaign involve seeking resources needed for survival, or defending a refugee community against natural or human dangers. Characters can belong to many different races; the dramatic focus is on the shared need to survive. In an extreme version, this can be a horror campaign – with humans as the monsters.

Imperial Citizens

Humans created an interstellar empire, but they aren't its only inhabitants. Through convergent evolution, many planets have Earth-like animals, some of which rose to sapience. Imperial law treats technologically advanced races as citizens, unless a race chooses to remain apart; protectorates have been established over less advanced races – but individuals from any race can qualify for citizenship through merit, service, or payment. However, legally equal races often have separate cultural enclaves, and nonhumans typically have a minor Social Stigma.

Whether player characters are engaged in military service, trade ventures, or carrying on their everyday lives, they'll regularly encounter a variety of races and have to deal with their behavioral and cultural differences.

For an ironic twist, portray an empire ruled by a different species, such as sapient lizards or pigs – one that regards its human citizens or clients as monkey-based furies.

My Partner Is a Furry

A police procedural campaign could be set in a future Earth with enhanced animals (along the lines of the races in *Humanity's Clients*, pp. 21-23, but with higher IQ and fewer mental disadvantages). Law-enforcement work is a path to respectability for the uplifted, and human and uplifted officers share a common culture. However, it's a job where uplifts don't see humanity at its best! Caught between street crime and police bureaucracy, player characters are cops first and members of their species second. (*Transhuman Space: Transhuman Mysteries* could be used for such a campaign.)

Special Forces

Animals were enhanced for a purpose: to use their special abilities in fighting human wars. Small groups of furry soldiers are assigned to high-risk missions by their human COs. Characters may belong to diverse races, but they're all going to be physically fit and have mindsets suited to a combat team; see the unpowered baseline version of *Wardog* (p. 33) for an example of a suitable race. Most scenarios will center on combat or covert missions, but an occasional session of training or R&R can allow fuller characterization.

Transhuman Space could be a setting for such a campaign, focused on combat bioroids such as Felicias or uplifted animals such as Neo-Pinnipeds (see *Transhuman Space: Bioroid Bazaar*).

DOMINANT SPECIES

The final option is a mainly furry campaign – one where humans are a minority or absent.

After the Downfall

It started with uplift (as in *New Creations*, p. 8): enhancement of animal races to sapience through genetic engineering. But the effort was *too* successful. The uplifted races outcompeted humanity and took over, perhaps in a war or perhaps by being better able to survive a future environment such as a postapocalyptic setting. Now it's an animal world: a planet of apes – or dogs or ravens – with a civilization of their own.

The dramatic focus of this setting is the possibility of human return. Maybe a single starship got lost in time and returned after hundreds or thousands of years. Or a few humans survived in suspended animation, or as a remnant species on some remote island waiting to be rediscovered, or as a larger population as servants or property. The story may focus on humans in an animal world, or on animals debating what to think of the rediscovered progenitors. In any case, the setting needs only a few furry races; the primary contrast is between furies and the surviving humans.

Animal Kingdom

In a medieval setting, all the animals belong to the three estates of a kingdom: those who pray, those who fight, and those who work (*oratores*, *bellatores*, and *laboratores*, respectively). Adventurers can belong to any species known to medieval Europeans; each kind of animal has a strongly marked signature trait (see p. 15), from Charisma for the lions of the royal family to Versatile for the upstart foxes. The world is disorderly and violent, and the inhabitants have only the rights they can defend by force or guile. Life is a series of adventures, from dungeon crawls to vendettas. This can be straightforward dungeon fantasy, with wolves and badgers instead of elves and dwarves; or it can follow the example of beast fable, using animal characters to represent political struggles (*Furry Allegories*, below).

Orphans

Anthropomorphic races were created by bioengineering – but humans are *gone*. The furies are on their own. This world may have a large number of anthropomorphic species, perhaps even some exotic ones (*Exotics*, pp. 29-31). They have no memories or records of their origins, and no contact with their creators; they found themselves, not many generations past, living in a society with advanced technology, but few established customs. Adventurers have considerable freedom of action, but their solutions to problems are likely to be copied by others, if they work – or to inspire methods of stopping them from working!

FURRY ALLEGORIES

It's an old observation about science fiction that every decade has its own future. Classic space adventure in the 1950s and 1960s took the military vehicles of World War II into space; cyberpunk dramatized the emerging capabilities of the Internet. Similarly, furry stories are often a way of addressing human concerns. Their characters may have to deal with slavery, repressive governments, minority status and assimilation, interaction between different classes or cultures, personal isolation and alienation, or other very *human* issues.

At the same time, the political allegory can't be all there is to the story or the campaign. The players think of their characters as *animals* and won't be happy if species is *only* a code for race, culture, social class, or gender. Different balances between these aspects will fit different campaigns, but balance is always an issue.

Rival Species

In a world where humans never existed in the first place, two nonprimate species could evolve to intelligence in competition, in a kind of arms race. For example, the large, relatively cooperative leos (p. 24) and the smaller, more quarrelsome crocutids (p. 25) might develop in the same region. As they begin to create complex societies, they have to choose how to deal with each other: by war and conquest, or trade and coexistence. A border town provides opportunities for members of either race to learn to deal with the other and make sense of each other's cultures – or be baffled or horrified by them.

CHAPTER TWO

FURRIES IN PLAY

If the campaign is going to include furies, it needs game mechanics for them. The **GURPS Basic Set** and **GURPS**

Bio-Tech already cover most of the necessary traits. But both basic approach and rules nuances are worth a closer look.

LEVELS OF REALISM

A typical furry character is an animal with humanoid morphology and hit locations (as defined on p. B552). The primary source material for such roles is visual, so the “animal” traits can be purely visual (in **GURPS** terms, cosmetic). For example, a “cat” might have fur, a tail, claws, and erect ears, but

not gain advantages or perks from them – thin fur might not provide Damage Resistance or even protection from sunburn (*Cat-Girls*, p. 7). In character-focused genres such as comedy, slice of life, or soap opera, “animal” traits often stand in for ethnicity, culture, or social class; the characters are human in all ways *except* visually, and don’t need racial templates.

In action-focused genres, animal abilities can be useful, and furies are likely to have racial templates that include advantages and perks. These mainly reflect *visible* features, not internal anatomy or physiology (but see *The Question of Carnivory*, above). Similarly, furry templates aren’t based on comparative psychology, though a furry race’s behavior or temperament may be distinctive, perhaps embodying *signature traits* (see p. 15). A furry isn’t likely to be less capable than a human character in any significant way, or unable to function in a “human” society (which might be entirely made up of various furry races). Many templates in this book, especially in *A Diversity of Creatures* (pp. 23-29), follow this approach.

Some furies have nonhumanoid body plans – *chimerical*, like those of centaurs or merfolk, or simply *nonanthropomorphic*, based on the original animal species (*Exotics*, pp. 29-31). Even in this case, though, animal anatomy doesn’t usually hinder a race functionally: animal vocal tracts don’t result in Cannot Speak, or paws or hooves in No Fine Manipulators (see *Frog Prince*, p. 30, and *Houyhnhnm*, p. 30).

Some furry source material – especially works of science fiction, such as Olaf Stapledon’s *Sirius* or S. Andrew Swann’s *Forests of the Night* – portrays races with more biological reality, describing limitations and abilities in greater detail. This can result in elaborate racial templates. Such races may be products of scientific (or magical!) “uplift” efforts, or they may be aliens whose ancestors were parallel to Earth animals – bird or cat or lizard men, for example.

THE QUESTION OF CARNIVORY

One big issue of realism in furry campaigns is how to portray animals that eat other animals. When both the predator and the prey have racial templates and can appear as characters, how does a campaign deal with the conflict?

Funny animals in classic animation often have storylines based on “predator vs. prey.” The predator spends entire cartoons trying to catch and eat the prey, but never succeeding – and not starving to death after failing! The struggle is as stylized as pro wrestling. The prey is shown as the “face” and the predator as the “heel” – but the audience may sympathize with the frustrated predator. Human characters such as Elmer Fudd may also be cast as villains!

Furies vs. animals can have humanoid furies or talking animals existing alongside normal, non-talking animals that it’s perfectly acceptable to eat. Humanoid furies may eat the same kind of food as humans, and even shop in grocery stores or dine in restaurants.

Vegetarian carnivores survive on diets that don’t include animal flesh, or at least not vertebrates; insects or plankton may be okay. Practical issues of dentition and food chemistry are bypassed.

Institutionalized predation has predators and prey coexisting in an organized society, with legal rules about when and how the prey can be eaten.

Sufficiently advanced technology may provide predators with satisfying food that doesn’t require killing anyone. This may be combined with *fantastic racism* in which predator species are mistrusted or outcast.

Law of nature settings have furies as distinct tribes without a shared legal system. Some tribes are prey, others are predators, and no one expects them to cooperate. This may evolve into institutionalized predation if the predators become protective of “their” prey.

At the *less* realistic end of the spectrum, *funny animal* characters (pp. 33-34) aren't just inspired by visual imagery; they *look like* simplified three-dimensional drawings, even if they exist alongside physically realistic characters. "Toon"

characters and races may be nearly physically indestructible, as in *Who Framed Roger Rabbit*. They may have other physically unrealistic abilities, "only if it's funny," as discussed in **GURPS Template Toolkit 2: Races**.

TEMPLATE CREATION

Furries have traits that go with the animals they're based on and the way in which they've been humanized. In **GURPS** terms, these traits make up a *racial template* (as discussed on pp. B260-263 and B450-454 and in **GURPS Template Toolkit 2: Races**). The usual assumption is that a racial template goes with a *race* that includes many individuals. However, even if a furry character is one of a kind, it's useful to distinguish the traits of the *kind* from those peculiar to the one character. Another character of the same kind may turn up, or a shapeshifter may borrow the template – or the adventurer may *be* a shapeshifter with two or more templates.

Individuals

Individual characters can be different from their racial templates, especially in personality traits represented as disadvantages or quirks. If a race has a quirk, a member of the race can replace it with the corresponding disadvantage, or the quirk can be reversed. For example, a typical mephitid (pp. 26-27) is Broad-Minded; individual mephitids could exaggerate this to Xenophilia (15) or have Not Broad-Minded – a trait as unusual for their race as Chauvinistic is for humans. An actual disadvantage can be exaggerated to a more extreme form – with self-control number (9) or (6) – or reduced to a quirk.

All animals are equal, but some animals are more equal than others.

– George Orwell, *Animal Farm*

SIZE MODIFIER

A race's *Size Modifier* (SM) defines its body scale; see p. B19. Real land vertebrates range from 0.3" (SM -14) to 24' (SM +4). Biologically realistic sapient animals aren't likely to be smaller than SM -4, the size of a parrot or raven. Typical furry races are close to human-sized, roughly from SM -2 (2' to 3') to SM +1 (6' to 9'); small animals such as rodents are scaled up, and big ones such as rhinos or elephants are scaled down. Funny animals are often rescaled as well, but less drastically; creatures such as mice and birds may be only a few inches tall (SM -7 to -9), for the humorous effect of setting them against much larger predators.

A race's weight and strength largely reflect its size. The standard **GURPS** treatment of this is based on the square-cube law (see *Realistic Scale* in **GURPS Template Toolkit 2: Races**, p. 14). This can be used for science-fictional furry races.

It's not a good fit, though, to the way furry characters are usually shown. Most artists envision them as moving and manipulating objects the same way that humans do. Small races can't lift comparatively huge weights, and huge ones

aren't limited to tiny fractions of their body weight; they both have the proportionate strength of a human. This can be represented using cinematic scale (discussed in **GURPS Template Toolkit 2: Races**), in which ST and HP are proportional to the square root of body weight, as shown in the *Cinematic Scale Table*, below. (This means that they *aren't* proportional to the longest body dimension.) A race's Move scores are proportional to its height/length, shown as percentages in the *Cinematic Scale Table*; buy racial Move scores up or down accordingly. All races eat three meals a day (no Increased or Reduced Consumption).

For funny animal races, it's a lot simpler: body size *has no effect* on Hit Points, Strength, or Move. As far back as *Krazy Kat*, Ignatz Mouse was throwing full-sized bricks at Krazy Kat. In general, toon animals can lift, carry, and handle anything a human can.

Cinematic Scale Table

For intermediate height or length, use the SM for the *next greater* height or length; for example, a 10'-tall giant would be treated as SM +2. However, weights shown are in the *middle* of the range for the specified SMs. A human weighing 125 lbs. would probably be shorter than 6', and a 6' human would probably weigh more than 125 lbs.

To extend this table, take ± 6 to SM as multiplying or dividing height/length by 10, and ± 2 to SM as multiplying or dividing weight by 10. Move is proportional to height/length. ST/HP for smaller sizes will be 0; for larger sizes, +4 to SM multiplies ST/HP by 10.

SM	Height/Length	Weight	ST/HP	Move
-4	0.5 yard (18")	1.25 lbs.	1	25%
-3	0.7 yard (24")	4 lbs.	2	37.5%
-2	1 yard (36")	12.5 lbs.	3-4	50%
-1	1.5 yards (54")	40 lbs.	5-7	75%
0	2 yards (6')	125 lbs.	8-13	100%
+1	3 yards (9')	400 lbs.	14-23	150%
+2	5 yards (15')	1,250 lbs.	24-42	250%

ADVANTAGES

In a furry campaign, certain advantages take on specialized forms, and certain distinctive perks are available.

Binding

see p. B40

If Binding is taken with Melee Attack, it can represent having a body part, such as a limb or tongue, with a sticky coating (see *Formicarius*, p. 26, and *Frog Prince*, p. 30). The "place" where the target is held is the body part itself. Such attacks should almost always be taken with Cannot Parry.

Damage Resistance

see pp. B46-47

Fur or other body coverings can be a source of Damage Resistance – but don't have to be. Many furies are drawn with short fur, like that of a dachshund or a Siamese cat. This doesn't provide any DR. Neither does longer fur that's no thicker than human head hair.

Dense coats of fur like a wolf's pelt give DR 1 with Flexible. True feathers (as opposed to down) do the same. A heavy pelt like a bear's can go up to DR 2. Scales like a snake's typically give DR 2 with Flexible; heavier scales like an alligator's can go up to DR 4. A thick hide can give from DR 2 (for a pig) to DR 4 (for an elephant) with Tough Skin. Bony plates give unmodified DR ranging from 3 (for an armadillo) to 5 (for a giant tortoise). If they cover only the back, this is Directional (B); the race may be able to curl up to protect the face and vitals (see *Curls Up*, p. 13).

Chimerical races such as centaurs can have a new version of a limitation.

New Special Limitation

Partial: A hybrid being with two well-defined parts (human upper and quadruped lower body, or avian foreparts and quadruped hindparts) can have armor that protects only one of these parts: either the upper or fore torso and vitals, with the attached head, neck, limbs, and extremities; or the lower or hind torso and vitals, with the attached limbs, extremities, and tail. (For creatures with both wings and

legs, wings normally go with the upper part and all legs with the lower part.) -10%.

Such a being can also armor *only* one of its two torsos, or one of two sets of vitals, for double the usual limitation: -20% for one torso or -60% for one set of vitals.

Danger Sense

see p. B47

Some animal-based races have this as instinctive alertness to threats, with a new limitation.

New Special Limitation

Hypersensory: Your perception of threats comes from subconscious processing of sensory information. Each of sight, hearing, and smell that is incapacitated or blocked gives a cumulative -3 to your Sense rolls. If all three are blocked (or there is no physical evidence to react to), you get no warning. -50%.

Extra Arms

see p. B53

Versions of Extra Arms can be used to represent various sorts of manipulatory organs. If you have them *instead* of a human arm or arms, they cost less and may even be disadvantages. If you have only one manipulator, *also* take One Arm for -20 points.

Beak and Tongue: Extra Arms 1 (Short, -50%). 5 points. If instead of a normal arm, -5 points.

Extensible Tongue: Extra Arms 1 (Extra-Flexible, +50%; No Physical Attack,* -50%; Weak, 1/4 ST, -50%). 5 points. If instead of a normal arm, -5 points.

Grasping Feet: Extra Arms 2 (Foot Manipulators, -30%; Short, -50%). 4 points. If instead of normal arms, -16 points.

Prehensile Tail: Extra Arms 1 (Extra-Flexible, +50%; No Physical Attack,* -50%). 10 points. If instead of a normal arm, 0 points.

Trunk: Extra Arms 1 (Extra-Flexible, +50%; Long, +1 SM, +100%). 25 points. If instead of a normal arm, 15 points.

* The modifier "No Physical Attack" (p. B53) excludes all unarmed attacks, not just punching. Thus, it doesn't apply to Beak and Tongue, which can bite; Grasping Feet, which can kick; or Trunk, which can grapple.

Extra Head

see p. B54

Taking this with the *Long* modifier doesn't affect your head, but lengthens your neck, giving you +1 to effective SM per level of the modifier, letting you see over barriers more easily, and giving your bite an increased reach (*Size Modifier and Reach*, p. B402). As this is primarily a sensory benefit, each level of Long is +20% to cost. If part of your head functions as an Extra Arm, or you have a Striker such as horns, you must *also* take Long as a modifier to that trait at +100% per level.

If you have only one head, you can take *Long Neck* as an advantage with the same effects for 3 points/level.

HYBRIDIZATION

Anthropomorphic races based on two different species of animals are increasingly common in furry material. These aren't the same as chimeras such as centauroids (*Tigrice-ntaur*, p. 31) or lamiae (*Oracular Lamia*, pp. 32-33), in which body parts from different species are spliced together. They have humanoid body plans on which various animal traits have been superimposed – but those traits come from two different animals, such as fox and wolf (*Folf*, p. 30), dog and cat (*Cat/Dog*, p. 29), or tiger and skunk.

Hybrids are often one of a kind, and their racial traits may be listed directly on their character sheets. There are several different strategies for choosing those traits:

- *Blending*, where the hybrid is an in-between form with weaker forms of its parents' traits (as in the folf). If the parents have opposite traits, they probably cancel out.
- *Dual personality*, where the hybrid has Split Personality and each personality has one parent's behavioral traits (as in the cat/dog).
- *Particulate inheritance*, where some (dominant) traits are passed on at full strength, and some (recessive) traits are not visible – but may reappear in a later generation. This is more biologically realistic, but that may not be relevant in a world where tigers and skunks are interfertile!
- *Emergence*, where the offspring has traits found in neither parent. The GM has the right to veto such new traits.

Perks

Various perks may help define furry races.

Chisel Teeth

You have large, strong front teeth whose edges can be used like a chisel to cut hard materials. If they're useful in combat, buy Sharp Teeth (p. B91) separately.

Curls Up

You can roll up like an armadillo, hedgehog, or pill bug. This allows armor or spines on your back or top to protect your front or underside. While you're curled up, your face and vitals can't be directly targeted – but you can't move or fight. If you can still see while curled up, your eyes can be targeted; if your eyes are covered, you can't see – pick one option.

Fly-Whisk

Your tail, or some other part of your body, carries a tuft of fur that can brush away insects.

Retraction

You can pull your appendages (head and neck, limbs, and/or tail) inside your torso armor for protection. When you do so, you can't move or fight, and your ranged senses are at -3.

Tail Slap

You have a wide, flat tail that makes a carrying noise when struck against a flat surface (such as water). Others get +3 to hear this, as with Penetrating Voice.

Thumper (Skill)

To have this perk, you must be a member of a race for which the feet are an intuitive striking surface (such as a lapine), and which has bought Kicking as a DX-based Average racially learned technique. When you learn a *skill* that includes kicking, buying this perk lets you use Kicking with that skill, rather than having to buy it a second time as a skill-based technique.

Waterproofing

You have the equivalent of waterproof clothing in your natural body covering, protecting you from the chilling effects of getting soaked (*Cold*, p. B430).

Resistant

see pp. B80-81

In a campaign that uses the bleeding rules (p. B420), Bleeding is a Rare condition with a base cost of 5 points for Immunity (equivalent to Injury Tolerance (No Blood), p. B61). Realistic bioengineered races may have improved blood clotting, giving bonuses to HT rolls to stop bleeding: +8 for 2 points, or +3 for 1 point (effectively a perk).

Spines

see p. B88

Spines can be taken with the modifiers Can't Wear Armor or Directional as defined for Damage Resistance (p. B47).

Striker

see p. B88

A Striker can be used to attack or to parry, as if it were a weapon. If used to parry, it doesn't take damage. But it's possible to target the Striker *itself* with an attack as if it were a limb or an extremity; see pp. B552-554. For example, a heavy tail or wings that can deliver an attack count as a Striker.

Strikers such as horns or tusks are targeted as if they were weapons, according to their reach (p. B400). Injury to such a body part is not considered as general injury. Injury exceeding HP/2 isn't a major wound, but it may cripple or dismember the Striker, making it incapable of attacking or parrying (p. B422).

Temperature Tolerance

see p. B93

For Amphibious (p. B40) or Aquatic (p. B145) races, the basic thermal comfort zone in water is 75-85°F. Each point of Temperature Tolerance adds HT/5 in °F to this range.

May the hair on his toes never grow thin!

– J.R.R. Tolkien, *The Hobbit*

NEW ADVANTAGE

Some furry races have a new advantage.

Good Grip

5 points/level

This is the converse of Bad Grip (p. B123). This can represent hardened, closely opposed gripping surfaces like a crab's claws or a set of pliers or forceps (typically one level), or a suction apparatus like an octopus' suckers (typically two levels). Each level gives +2 with tasks that require a firm grip (including climbing).

DISADVANTAGES

As with advantages, disadvantages can take special forms in a furry campaign, particularly a setting that takes a comparatively realistic approach to animal traits.

Bad Sight

see p. B123

Many animals, including most mammals other than primates – and some biologically realistic anthropomorphic races – have a new form of this disadvantage (originally defined in *GURPS Powers: Enhanced Senses*, p. 12).

Low Resolution: Human eyes are extraordinarily keen, with closely spaced retinal cells. Most animals' vision is coarser. Treat this as a straightforward -4 to spot objects at any range, and -8 to resolve fine details. Typical furry races *don't* have Low Resolution.

Quirks

Various new quirks are used in defining furry and similar races.

Ambitious

You want power, and focus your actions on attaining it. You won't betray yourself by lashing out at slights, as if you were Selfish, but you *remember* them.

Audacious

Overconfidence as a quirk. You like risky strategies and will act boldly if there's a chance of a payoff.

Confident

Another quirk-level version of Overconfidence. If a task is possible, you're not held back by doubting your competence, but you have a realistic estimate of your abilities.

Irritable

Bad Temper as a quirk. You don't lose control of yourself, but annoying actions or conditions get under your skin, giving you a -1 reaction modifier to the whole situation (or -1 to others' attempts to influence you).

Opportunistic

Akin to Bestial, but much more restrained. You *do* understand legal concepts of property, but you're casual about acting on them; if you can pick up a small item, or squat in someone's home or workspace, you'll do so.

Rivalrous

You show quirk-level Jealousy toward one specific person you regard as a rival. You almost always have such a rival.

VISIBLE RACIAL FEATURES

Many of the races in this book have one or another kind of visible features. Some clarification of the differences between them may be helpful.

Supernatural Features are traits that a normal member of a race doesn't have. They aren't immediately obvious, but if someone spots them, they give evidence that the person is a supernatural being pretending to be a member of that race.

Unnatural Features are also traits that a normal member of a race doesn't have, but they *are* obvious. When spotted, they give evidence of not being a member of that race. The person is not necessarily a supernatural being; they're just something different. In this book, funny animals (pp. 33-34) have the Unnatural Feature "Three-dimensional drawing," which is worth -5 points.

Distinctive Features also are obvious, but they can occur in a normal member of a race. Individual Distinctive Features make someone look different from others of their race. If an entire race has a Distinctive Feature, it represents an eye-catching trait that enhances their visibility, such as the stripes of a skunk or the extra tails of an elder kitsune; every member of such a race tends to attract notice. A number of races in this book have Distinctive Features.

Restricted Diet

see p. B151

Races that eat only fresh meat have Restricted Diet at the "Very Common" level; so do races that eat only plants. Narrower restrictions (such as insects) are treated as "Common." Scavengers that eat dead animals have some level of Reduced Consumption with Cast-Iron Stomach as a partial offset for the "Very Common" level of Restricted Diet if they also eat fresh meat, or the "Common" level if they can only eat carrion.

Social Stigma

see pp. B155-156

Uplifted animal races may have Uneducated (such as with *Humanity's Clients*, pp. 21-23). This reflects not social or cultural background, but inherent neurological limits on their capacity for abstract thought; it can't be bought off by living among educated humans. The -1 reaction modifier may indicate polite condescension, rather than contempt or mockery.

MODIFIERS

Defining the combat abilities of furies calls for some clarified, modified, or new limitations.

Limited Arc

Variable

Originally defined for Striker (p. B88), this modifier can apply to attack abilities with Jet or Melee Attack (see *Skunk Spray*, p. 27).

An unmodified attack is at -2 to reach the rear hex (and the opposite side hex, for one-handed attacks), due to awkward angle of attack; it also is limited to Wild Swings (p. B388) to the rear and side hexes by arc of vision, though Peripheral or 360° Vision can avoid this (see pp. B388-389). The Wild Swing penalty and the -2 penalty are not cumulative. If an attack is at -2 to reach the rear and side hexes (and the opposite side-front hex, if one-handed), this is a -20% limitation; if it's at -2 to reach any hex but the one directly in front, that's -40%. (See also *Reversed Arc*, below.)

If you can't see into any of the hexes where your angle of attack is least awkward, that's an extra -20% limitation.

Penalties from Limited Arc are cumulative with penalties from Clumsy (p. B88), which applies a penalty to *all* your angles of attack, including the least awkward.

Reversed Arc

+0%

Applies to the same abilities as Limited Arc (above). Treat the rear and side hexes as if they were front hexes; the side-front hexes as if they were side hexes; and the hex directly in front as if it were the rear hex. Unless you have Peripheral or 360° Vision, side and rear attacks are still Wild Swings (p. B388). The resulting penalties can often be avoided with martial arts techniques (*Back Spray*, p. 17, *Back Tail Strike*, p. 17, and *Front Tail Strike*, p. 17).

SKILLS

Furry races have the standard two options for skills. A *racially learned skill* costs however many points it takes to buy the skill at a certain level relative to its controlling attribute. If the skill is purely instinctive, and can't be improved by learning, the race has Fixed Skill as a feature (a type of taboo trait). If it's a universal base level that can be improved, the race lacks this feature. A *racial skill bonus* to one skill gives +1 per level, to a maximum of +3, at a cost of 2 points/level – but doesn't grant the skill itself; if a character hasn't spent any points on the skill, apply the bonus to the default, if the skill has one.

Some races (for example, mephitids, pp. 26-27) have a new specialty of an existing skill.

Innate Attack

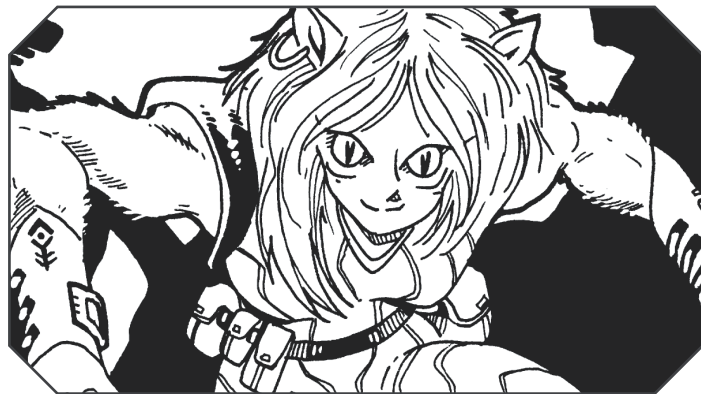
see p. B201

Spray: Similar to *Breath*, but the attack is emitted at the rear of your body – often under your tail, if you have one.

TECHNIQUES

A further option is a *racially learned technique*. This represents a particular race focusing on a specific use of one skill; that action is performed at a reduced penalty or a natural bonus. In combat, furry races may have such techniques for *unarmed* attacks using the race's natural weapons, but not for weapon attacks.

Example: A race of pouncing carnivores might have Neck Snap +4, costing 5 points. Members of the race can make an unmodified ST roll to snap their prey's neck after grabbing it with both hands – or with teeth, if the race is good at biting. This would be written as Neck Snap (H) ST [5].



FEATURES

Features are descriptive traits worth 0 points that help define a race. A feature doesn't make a race more or less capable overall, but defines more precisely what it looks like or how it does things.

Born Biter: A leveled feature. You have elongated jaws that give you +1 to +3 SM for biting (see *Mouth*, p. 16). The same bonus applies to attacks that target your face. (In a campaign that uses the added hit locations in *GURPS Martial*

Signature Traits

In older stories, animals and other creatures are often shown as having *signature traits*: special physical, mental, or moral qualities that set them apart from other species – often reflected in proverbs. These aren't necessarily real biological traits; they reflect how humans see the animal. An elephant might have Eidetic Memory, or a cat might have Jealousy. Furry races are sometimes imagined with such traits – though not always the traditional ones for the species they're based on; for example, cartoon skunks such as Ma'm'selle Hepzibah and Pepé Le Pew are shown as French and romantic (see *Mephitid*, pp. 26-27). The races in this supplement often have such traits.

Arts, use the slightly different version of Born Biter on p. 115 of that book.)

Digitigrade: You walk and run on your toes rather than on the soles of your feet. Automatically included in Hooves.

Four-Fingered: The hallmark of many cartoon characters – your hands have only four fingers.

Good and Bad Angel: When you're in inner conflict, it manifests as two little spirits hovering to either side of you, encouraging you to take the "good" or "bad" option. This feature most often comes up when you're about to make a self-control roll; usually the "good" spirit will argue for self-control and the "bad" one against it, but this can be reversed for traits such as Honesty or Compulsive Generosity. This trait may accompany Split Personality (for some examples, see *Exotics*, pp. 29-31). The player, the GM, or even two other players can offer arguments for the two sides. This feature is especially suitable for funny animals and other "cartoon" characters.

Gracile: A leveled feature. Gracile 1 adds 5% to average height for a character's ST; Gracile 2 adds 10%. Weight is unchanged.

Potential Form: You have another form – but not an Alternate Form, because you can't revert; the change to the additional form is irreversible. The change may be a matter of time, or triggered by environmental conditions favorable to the new form, general stress (as from injury that requires a HT roll to avoid death), or injury that makes the old form nonfunctional (in this case, take Extra Life 1 as well). Each form has its own template. If the template for the new form has a higher point cost, Potential Form is an advantage whose cost is half the difference, rounded up; the balance must be paid when the change occurs.

Robust: A leveled feature. Robust 1 subtracts 5% from average height for a character's ST; Robust 2 subtracts 10%. Weight is unchanged.

Sign Language: You use sign language at Native level in place of a spoken language (p. B25).

Tail: You have a normal animal tail without special functions such as manipulation or striking; these can be bought separately as advantages. It can be targeted at -3. For effects of attacks on the tail, see p. B553.

Zoomorph (Species): A feature found in classic "funny animals" (pp. 33-34). You're visually recognizable as an animal of some type – but it's a purely cosmetic trait. Any special abilities you possess have to be bought separately.

MARTIAL ARTS

Furry adventurers need to fight as much as human ones. But their different shapes and traits can lead to different ways of fighting.

The rules presented here use the hit locations defined in the *GURPS Basic Set*. For more detail, use the new hit locations on pp. 137-139 of *GURPS Martial Arts*: ear, jaw, joints, nose, spine, and veins and arteries.

COMBAT OPTIONS

Furries sometimes have distinctive anatomical features that are useful in combat. Some add damage to a standard combat move, or change the type of damage. Others are used in moves that aren't part of human martial arts.

Claws

Requires one of Blunt Claws, Sharp Claws, Talons, or Long Talons. Adds to damage from punches and/or kicks, or changes its type.

Hooves

Requires Hooves. Adds to damage from kicks and stamps (p. 18). Protects the feet when striking a hard surface.

Horns

Requires a Striker that represents one or more horns. Can be grappled. Can parry, unless specified otherwise for a particular race. Provides additional combat options. See also *Extra Head*, p. 12.

Head Butt: Defaults to DX, Brawling, or Karate. Inflicts damage as a Striker. Self-inflicted injury, or injury from a targeted attack, affects the horns, but come off of total Hit Points.

Horn Shove: Only usable if the horns inflict crushing damage. Defaults to DX or Sumo Wrestling. Treat as a shove (see p. B372), but based on Striker damage.

Mouth

Nearly any animal can use its mouth to attack, but it's not the focus of human martial arts. Other races may treat the use of the mouth as an additional combat option.

Bite: Defaults to DX or Brawling. With the Biting Mastery perk, this option defaults to Karate and can benefit from its damage bonus. Sharp Beak allows targeting the eyes or vitals; Fangs allows targeting the vitals, but not the eyes. The amount and type of damage inflicted are modified by Teeth or Weak Bite. After a bite, the attacker can *hold on* and grapple a foe with teeth (see below); holding on does not require another attack roll, but still counts as an attack (one that can't miss or be defended against), not a free action. The initial bite is at the full hit location penalty.

Mouth Grapple: Requires treating the mouth as an arm (*Beak and Tongue*, p. 12). Defaults to DX, Sumo Wrestling, or

Wrestling. The hit location penalty is *halved*, but establishing the grapple inflicts no damage.

Hit Locations

Allowed hit locations for a bite or grapple and its effects depend on relative Size Modifier, subject to adjustment for levels of Born Biter (p. 15).

The target's SM equals or exceeds the attacker's. A bite or mouth grapple counts as a one-handed grapple for all purposes. In addition to the standard effects of a grapple, the attacker can *worry* a body part they have grappled with teeth or beak, inflicting biting damage each turn. This can cripple an extremity, and if penetrating damage exceeds twice the required injury to cripple a hand or foot, the attacker has bitten off a finger or toe. The character can't bite off an entire extremity or limb, and can only cripple a limb on a critical hit result of 7, 8, 13, or 14. If targeting the skull, the attacker never gets the x4 wounding modifier for damage that exceeds its DR.

The target's SM is 1 or 2 less than the attacker's.

A bite or mouth grapple counts as a two-handed grapple for purposes of breaking free, strangling, Neck Snap, and Wrench (Limb), but as one-handed otherwise. The attacker can cripple or sever limbs or extremities, or bite through the skull. Otherwise as above.

The target's SM is at least 3 less than the attacker's.

A bite or mouth grapple counts as a two-handed grapple. The attacker can engulf the entire head or torso in their jaws. If the bite encompasses the entire torso, the character can attempt to pin a standing foe, trapping the target helplessly in their mouth.

Tail

A Tail as a *feature* (p. 15) cannot grapple or inflict damage, nor can a Prehensile Tail as defined on p. 12. Inflicting damage requires Striker (to represent a larger, stronger tail) *in addition to* the Tail feature. In this supplement, such Strikers are considered to have Reversed Arc (p. 14); attacks to the rear are usually treated as Wild Swings (p. B388). Any tail can be grappled or targeted with an attack. A tail Striker can parry, unless specified otherwise for a particular race, and it provides additional combat options.

Tail Strike: Defaults to DX or Brawling. Inflicts damage as a Striker.

Tail Sweep: Defaults to Judo, Karate, or Sumo Wrestling at -3. Knocks down an opponent with a Quick Contest: the attacker's ST or effective skill vs. the target's ST, DX, Acrobatics, or best grappling skill.

Torso

Requires *both* Constriction Attack and Double-Jointed. Allows a character with a flexible torso to grapple a foe whose SM is less than or equal to the character's. Doing so is equivalent to a two-handed grapple and allows a Constriction Attack to damage the target.



TECHNIQUES

Many of these options can be the basis for combat techniques. Some are the same as those used by human fighters (pp. B230-232 and *GURPS Martial Arts*, pp. 65-89, offer lists). Some can only be used by furies with a particular anatomy. Prerequisites listed include anatomical features. Techniques based on a race's primary form of combat are treated as "intuitive" and are of Average difficulty.

Back Spray

Average

Default: Innate Attack (Spray)-2.

Prerequisite: Innate Attack (Spray); cannot exceed Innate Attack (Spray).

You can fire a backward spray from your posterior; this is a jet and is treated as a melee attack. This technique avoids the penalty for a Wild Swing and exempts you from the effective skill limit of 9 for using one. It requires a strained posture with your torso twisted and your head turned to the side, which gives you -2 to all active defenses.

Back Tail Strike

Average

Default: Brawling-2.

Prerequisites: Striker (Tail) and Brawling; cannot exceed Brawling.

You can use your tail to attack a foe who is behind you, inflicting thrust damage at +1 per die. This technique cancels the penalty for a Wild Swing and exempts you from the effective skill limit of 9 for using one. It requires a strained posture with your torso twisted and your head turned to the side, which gives -2 to all active defenses.

Clawed Grapple

Average

Default: ST; cannot exceed ST+4.

Prerequisites: Sharp Claws, Talons, or Long Talons.

When you grapple a foe, your claws pierce their flesh, inflicting half damage. If you have this technique above default, it adds to your ST when you resist their breaking free. If they do break free, they suffer half damage a *second* time. You can't release the foe as a free action, and you can't set up locks and holds such as Choke Hold.

Dual Back Kick

Average

Default: prerequisite skill-6.

Prerequisites: Extra Legs (Four Legs) and Brawling, Karate, or Mount; cannot exceed prerequisite skill.

You can attack someone behind you without changing facing, similar to Back Kick (p. B230). You brace your front legs and use your torso muscles to kick out with both rear legs together. You inflict +2 damage compared with a standard kick, or +1 damage per die, if this is better, plus any Brawling or Karate bonus. If you kick something with DR 3 or above,

both feet take full damage (hoof DR protects against this for each hoof), and if your foe successfully parries and inflicts damage, both legs take full damage. This is an All-Out Attack (Strong) that precludes any active defense until your next turn.

Front Tail Strike

Hard

Default: Brawling-2.

Prerequisites: Striker (Tail) and Brawling; cannot exceed Brawling.

Use a sideways swing of the tail to strike at an awkwardly placed foe directly in front of you, or one in your side-front hexes, if you have Limited Arc that gives you a penalty to attack there.

He kicked like a mule and he bit like a crocodile.

— Johnny Cash, "A Boy Named Sue"

Leg Loop

Hard

Default: Wrestling-6.

Prerequisites: Constriction Attack, Double-Jointed, and Wrestling; cannot exceed Wrestling.

If you succeed in a grappling attack, you have coiled your flexible body around the legs of an adversary. If the target doesn't break free, you have them in your coils. The victim may attempt to escape on subsequent turns, at a cumulative -1 per turn. If the foe is standing, you can attempt a takedown (p. B370), in which you have +3 in the Quick Contest.

Locking Horns

Average

Defaults: DX, Judo, or Wrestling.

Prerequisite: Striker (Horns); cannot exceed DX+3, Judo+3, or Wrestling+3.

To lock horns, you must use your own horns to successfully parry a foe's horn attack. On your next turn, roll vs. Locking Horns to hit. If you succeed, and your foe doesn't dodge (by pulling their head back quickly), you have caught their horns with yours in a grapple. If the opponent attempts to break free, you're at +2 in the Quick Contest. You can attempt a takedown (p. B370) on subsequent turns; you're at +3 in the Quick Contest to do so. You can also attempt a no-hands Neck Snap (p. B404) with a roll vs. ST-4.

Neck Snap (Teeth)

Hard

Default: ST-4; cannot exceed ST+3.

Requires that you first grapple your foe's neck with your teeth (see *Mouth*, p. 16). If you succeed, treat this like a standard Neck Snap (p. B404).

UNDER THE HOOD: TECHNIQUE DESIGNS

GURPS Martial Arts, pp. 89-95, provides a system for designing new techniques, which has been used to create combat techniques for furry races. For Spray, see *Innate Attack*, p. 15. For Tail Strike, see p. 16.

Back Spray: The base attack is Spray (Innate Attack+0) with the following modifiers: -2 to all active defenses (+4), Wild Swing (-5), and ignores skill limit for Wild Swing (-1). The total default modifier is -2. The difficulty level is Average.

Back Tail Strike: The base attack is Tail Strike (Brawling+0) with the following modifiers: -2 to all active defenses (+4), Wild Swing (-5), and ignores skill limit for Wild Swing (-1). The total default modifier is -2. The difficulty level is Average.

Clawed Grapple: The base attack is Grapple (DX+0, Judo+0, or Wrestling+0) with the following modifiers: cannot release grapple as a free action (+1), cannot set up Arm Lock, Choke Hold, and similar locks and holds (+1), and inflicts half claw damage on initial attack (-1) and when target breaks free (-1). The total default modifier is 0. The difficulty level is Average.

Dual Back Kick: The base attack is Kick (Brawling-2, Karate-2, or Mount-2) with the following modifiers: if parried, both legs take full damage (+1), striking DR 3+ damages both feet (+1), Wild Swing (-5), and ignores skill limit for Wild Swing (-1). The total default modifier is -6. The difficulty level is Average.

Front Tail Strike: The base attack is Tail Strike (Brawling+0), modified with awkward angle of attack (-2). The total default modifier is -2. The difficulty level is Hard.

Leg Loop: The base attack is Grapple (Torso) (Wrestling+0) with the following modifiers: acts as a Dual-Weapon Attack (-4), targets the legs (-1), and sets up a takedown at +3 (-1). The total default modifier is -6. The difficulty level is Hard.

Locking Horns: The base attack is Grapple (Horns) (Wrestling+0) with the following modifiers: requires a parry roll (+1), takes an action to set up (+1), targets horns (-1), and allows Neck Snap without hands (-1). The total default modifier is 0. The difficulty level is Hard.

Rearing Kick: The base attack is Punch (Brawling+0, Karate+0, or Mount+0) with the following modifiers: limited target selection (+1) and adds 1 per die (-4). The total default modifier is -3. The difficulty level is Hard.

Rolling Slam: Combat Option: Slam (Brawling+0 or Sumo Wrestling+0) with the following modifiers: acrobatic attack (-2), allows attack when curled up (see p. 13; -1), requires Acrobatics-2 roll before attack (+1), and targets lower body only (+1). The total default modifier is -1. The difficulty level is Hard.

Stamp: Combat Option: Kick (Brawling-2 or Karate-2) with the following modifiers: limited target selection (+1) and +1 damage (-2). The total default modifier is -3. The difficulty level is Hard, or Average with hooves.

Sweep (Horns): Combat Option: Sweep (Horns) (Judo-3 or Sumo Wrestling-3). The total default modifier is -3. The difficulty level is Hard.

Sweep (Tail): The base attack is Sweep (Tail) (Judo-3 or Sumo Wrestling-3), modified with awkward angle of attack (-2). The total default modifier is -5. The difficulty level is Hard.

Rearing Kick

Hard

Default: prerequisite skill-3.

Prerequisites: Extra Legs, Hooves, and Brawling, Karate, or Mount; cannot exceed prerequisite skill.

Attack a foe by rearing up and striking down with a foreleg. Despite its name, this is actually treated as a punch, with reach C if you are SM 0. This action can only target the upper body (not the groin, legs, or feet), but applying your body weight to the blow avoids the -1 damage penalty for a punch, and hooves give you another +1; add any Brawling or Karate bonus. If you miss, you aren't at risk of falling.

Rolling Slam

Hard

Default: prerequisite skill-1.

Prerequisites: Curls Up and Brawling or Sumo Wrestling; cannot exceed prerequisite skill.

A cinematic technique for races that can curl up to protect their faces and vitals (*Curls Up*, p. 13). You may only target the lower body (groin, legs, and feet). You must initially make an Acrobatics-2 roll to tumble toward your foe at full Move, during which you assume a curled posture. If you succeed, anyone attacking you must add your Move to range, contrary to *Ranged Attacks on Human Targets* (p. B373). Failure means you miss your target; critical failure means you fall down and are not curled up. If you succeed, you inflict damage for a slam (and if your back has rigid armor, you can buy Striking Surface for slam attacks) – or, if you have Spines, you inflict maximum damage, as if your foe had slammed you (p. B88).

Stamp

Hard

Default: prerequisite skill-3.

Prerequisite: Brawling or Karate; cannot exceed prerequisite skill.

A variant on kicking, this technique involves a swift downward movement of the heel or a hoof. You can target the foot or leg of a standing foe, or any part of a foe who is lying down. Gives +1 damage compared with a standard kick, with +1 for a hoof, plus any Brawling or Karate bonus. If you miss, you must roll vs. DX or be off balance and unable to retreat until your next turn. Equivalent to a Stamp Kick as defined in **GURPS Martial Arts**.

If you have Hooves, treat this as an Average technique, which can default to DX-3.

Sweep (Horns)

Hard

Default: prerequisite skill-3.

Prerequisites: Striker (Horns) and Judo or Sumo Wrestling; cannot exceed prerequisite skill.

Use a sideways twist of the head and neck to knock down a foe in a single attack, in the same way as with a kick (p. B232). Reach is C, unless your horns or your neck are unusually long.

Sweep (Tail)

Hard

Default: prerequisite skill-3, or -5 for an awkward angle of attack.

Prerequisite: Striker (Tail) and Judo or Sumo Wrestling; cannot remove more than the default penalty.

Use a sideways swing of the tail to knock an adversary's legs out from under them, in the same way as with a kick (p. B232). Can compensate for awkward angle of attack for a target in front of you. Your tail must have at least reach 1 to use this (reach 2 if the target is directly in front of you).

Wrench (Limb) (Teeth)

Hard

Default: ST-4; cannot exceed ST+3.

Must be learned separately for arm, leg, tail, or wing. A limb that can function as more than one of these, such as a foot manipulator, can be wrenched with either of the applicable techniques. Requires that you first grapple the affected limb with your teeth (see *Mouth*, p. 16). If you succeed, treat this like a standard limb wrench (p. B404).

STYLES

Furry races may have distinctive martial arts styles, especially if the form of their bodies gives them different combat options. To learn a style, spend 1 point on each of its (noncinematic) skills and 1 point on its Style Familiarity perk. This allows learning the style's techniques, as discussed in *GURPS Martial Arts* – including the new techniques just defined (pp. 17-19). For a few other suitable styles, see *Dragon Fighting*, *Ulvinger Fighting*, and *Underwater Styles* in *GURPS Martial Arts: Yrth Fighting Styles*.

Alate Combat

4 points

An avian combat art suited for use in flight. Includes grappling with claws and pecking, biting, or grappling with a beak. A common move is to grasp with the claws and strike with the beak. The enhanced dodging ability allowed by flight can be augmented by an Acrobatic Dodge; Aerobatics can also be used to feint. Advanced practitioners may acquire Biting Mastery and learn Karate, applying its bonuses to their beak attacks.

Skills: Aerobatics; Brawling; Judo.

Techniques: Clawed Grapple; Feint (Aerobatics).

Perks: Aerobic Feints; Biting Mastery; Rapid Retraction (Bites).

Optional Traits

Advantages: Combat Reflexes; Enhanced Dodge; Fit.

Disadvantages: Claustrophobia.

Skills: Karate; Savoir-Faire (Dojo).

Canine Police Combat

4 points

Police combat training for neodogs (p. 22), nicknamed “dog fu,” builds on natural canine fighting moves, but emphasizes taking a foe out of action over inflicting injury. In particular, it teaches the use of the mouth for holding as well as biting. Neodogs have Born Biter 1 (p. 15), giving +1 to SM for biting attacks. They grapple with their jaws as part of their version of Sumo Wrestling, along with shoving, slamming, and tripping – all based on instinctive canine combat moves. They often grab a foe's weapon arm and hang on, following up by a disarm or takedown; if seeking to do damage, they may worry the arm (see *Teeth*, *GURPS Martial Arts*, p. 115). Going for the throat is discouraged, but some neodogs learn Wrestling and the use of choke holds.

As quadrupeds, neodogs have an extra -1 to attack a standing humanoid's neck, face, eye, or skull, but +1 to attack feet, legs, or groin.

Skills: Brawling; Jumping; Sumo Wrestling.

Techniques: Disarming (Sumo Wrestling); Feint (Brawling); Trip (Sumo Wrestling); Wrench (Limb) (Teeth).

Cinematic Skills: Immovable Stance; Kiai; Power Blow.

Cinematic Techniques: Roll with Blow; Springing Attack (Sumo Wrestling).

Perks: Biting Mastery; Ground Guard; Teamwork (with handler or another dog); Unusual Training (Kiai).

Optional Traits

Advantages: Enhanced Dodge; High Pain Threshold.

Disadvantages: Overconfidence; Pacifism (Cannot Harm Innocents).

Skills: Acrobatics; Karate; Wrestling.

Hnarff

4 points

The horse-like Houyhnhnms (p. 30) prefer to settle disagreements by reasoned discussion. However, some of them take up the study of combat for sheer scientific interest or as a precaution against humans and other dangerous beasts. The resulting art is called, straightforwardly, *hnarff* (“striking”).

Basic to *hnarff* is geometric analysis of stances and movements for effectiveness. Combat relies on the use of the hooves; biting is less effective and is disdained as animalistic. Nearly all the favored techniques avoid the racial damage penalty for ordinary kicking. Masters of *hnarff* favor Evaluate as a maneuver, delaying their attacks while they watch for the best move.

Skills: Karate; Mathematics/TL3 (Pure); Savoir-Faire (Dojo).

Techniques: Back Kick; Dual Back Kick; Feint; Kicking; Rearing Kick; Stamp.

Cinematic Skills: Breaking Blow; Immovable Stance.

Cinematic Techniques: Timed Defense.

Perks: Sure-Footed (Uneven).

Optional Traits

Advantages: Danger Sense (Hypersensory); Enhanced Dodge; Mathematical Ability; Trained by a Master; Unfazeable.

Disadvantages: Pacifism (Cannot Harm Innocents).

Skills: Philosophy (Rationalism); Tactics; Teaching.



Sauromachia

5 points

A combat style practiced by saurs (p. 28), akin to the ancient Greek unarmed combat art of pankration, but emphasizing attacks with the large jaws and the tail; kicking plays a relatively minor part. Making an opponent fall is a frequent goal, with a tail sweep or a shove, or by a grapple with the jaws followed by a takedown. Alternatively, a sauromachist may follow a grapple by pummeling a foe with fists. The ability to withstand pain and fear is admired, and saurs often try to gain a moral victory over a foe through intimidation.

Saurs who have the Fire-Breathing lens (p. 28) will learn Innate Attack (Breath).

Skills: Brawling; Intimidation; Sumo Wrestling; Wrestling.

Techniques: Arm Lock; Back Tail Strike; Neck Snap (Teeth); Sweep (Tail); Wrench (Limb) (Teeth).

Cinematic Skills: Body Control; Immovable Stance.

Perks: Fearsome Stare*; Follow-Through*; Neck Control.

Optional Traits

Advantages: Fit or Very Fit; High Pain Threshold; Perfect Balance.

Disadvantages: Overconfidence.

Skills: Autohypnosis; Innate Attack (Breath); Savoir-Faire (Dojo).

* See **GURPS Power-Ups 2: Perks**, p. 15.

The Way of the Claw

5 points

A martial art for cat-folk and other races with sharp claws or talons, the way of the claw combines karate-like striking and kicking moves with clawed hands and feet, and grappling attacks where the claws pierce the foe's flesh. Practitioners often acquire scars while mastering the art. Ability to fight on through pain is highly regarded.

Skills: Acrobatics; Karate; Savoir-Faire (Dojo); Wrestling.

Techniques: Breakfall (Acrobatics); Clawed Grapple; Disarming (Wrestling); Feint (Karate); Ground Fighting (Wrestling); Kicking (Karate); Wrench (Limb).

Cinematic Skills: Pressure Points.

Perks: Neck Control.

Optional Traits

Advantages: Combat Reflexes; Fit; High Pain Threshold.

Disadvantages: Callous; Impulsiveness.

Quirks: Distinctive Features (Scars).

Skills: Jumping.

First there was a belt to go round each animal, and then a sword to be stuck into each belt, and then a cutlass on the other side to balance it.

– Kenneth Grahame, *The Wind in the Willows*

GEAR

Furry races are often bigger or smaller than humans, and may need over- or undersized gear. **GURPS Low-Tech Companion 2: Weapons and Warriors** offers scaling rules for weapons and armor – but they're based, roughly, on the square-cube law, which isn't a good fit to anthropomorphic furries (see *Size Modifier*, p. 11). For cinematic furries, use the *Weapon and Armor Scaling Table* (below).

ARMOR

For armor, start with the SM 0 version. Multiply its weight and cost by the entry in the "Weight" column corresponding to the race's SM. Multiply its DR by the factor in the column "Damage (+1 or more)," rounding any fraction of 0.5 or more up, but dropping smaller fractions. (Small races have to wear thin armor that gives little protection.) For clothing with no DR, use the same rules, but apply the bonuses under "Damage (0 or less)" for larger-than-human races.

WEAPONS AND TOOLS

For weapons, start with the SM 0 version. Multiply weight and cost by the factor under "Weight." If the weapon gives a damage bonus, multiply it by the factor under "Damage (+1 or more)" that corresponds to the race's SM; round any fraction of 0.5 or more up, but drop smaller fractions. If the weapon gives no bonus, apply the modifier under "Damage (0 or less)."

Multiply reach by the factor under "Reach." For this purpose, treat reach C as 0.5. Round the resulting reach to the nearest value. The same rules apply for tools.

In addition to these factors, when using a weapon or tool designed for a different SM, apply a skill penalty equal to the difference between the two SMs. (The perk Huge Weapons (SM) can compensate for this with oversized weapons; see **GURPS Power-Ups 2: Perks**, p. 6.)

Only the skill penalty for using weapons and tools of mismatched size applies to cartoon "funny animal" races (see *Size Modifier*, p. 11); do not adjust other traits because of the size of the gear.

WEAPON AND ARMOR SCALING TABLE

SM	Typical ST	Damage (+1 or more)	Damage (0 or less)	Weight	Reach
-4	1	0.1	-1	0.01	0.25
-3	2	0.2	-1	0.04	0.35
-2	3	0.3	-1	0.10	0.5
-1	6	0.6	0	0.35	0.75
0	10	1	0	1.00	1
+1	18	1.8	+1	3.25	1.5
+2	32	3	+2	10.00	2.5

CHAPTER THREE

THE ZOOLOGICAL GARDEN

This chapter provides racial templates for a large number of animal-based sapient races. Nearly all are suitable as player characters, at least in some campaigns. The majority are classic furies, with animal traits and humanoid bodies. They can also be used as models for designing other

animal-based races, and they illustrate the range of possibilities for such races.

The templates use traits found in the *Basic Set*, *GURPS Power-Ups 2: Perks*, *GURPS Power-Ups 6: Quirks*, and Chapter 2 of this supplement.

MULTICULTURAL FURRIES: BEYOND RACIAL TEMPLATES

Furry stories and games often assume either that all furies share a common culture, or that each race or species has its own distinctive culture. This is a pattern also found in fantasy, which may assume that races such as dwarves, elves, and orcs each have their own distinct monocultures. But other approaches are possible. After all, humans are a single species, and are normally treated as having a single racial template with cosmetic modifiers; but there are many hundreds of different human cultures with different behaviors and beliefs. Humans aren't robots programmed by their biology – and furies don't have to be either (this is a major dramatic point in sources such as *Beastars* and *Zootopia*). A furry setting can have several different cultures for each furry race. If a race has

a distinctive behavior pattern, each culture may enhance some parts of this or limit others.

For variations on this, a furry from one race or culture might have been raised by parents from a different culture; or several societies might include all the different furry races, but each might have its own culture; or one distinctive culture might include members of two or more races.

However, neither humans nor furies are robots programmed by their *cultures*! An individual furry may be a secret criminal, deviant, or heretic, or an open eccentric, innovator, or rebel. Player characters often have the resources and the strength of will to stand out – and this can involve them in conflicts that can be roleplayed dramatically.

HUMANITY'S CLIENTS

In a science-fictional setting, researchers may create "uplifted" races with enhanced cognitive abilities and some degree of self-awareness, using methods ranging from TL(5+1) surgery to TL12 genetic engineering. For example, *Transhuman Space* and its supplements include several uplifted species.

The templates that follow have biologically realistic traits. They usually have Social Stigma (Uneducated); this is an innate limitation, not a question of cultural background (see above). They also typically have some degree of Stress Atavism; under stress, they may lose their grasp of language and technology, and their self-control may be diminished.

Most of these templates can be used as the starting point for a campaign where enhanced animals have taken over (see *After the Downfall*, p. 9). In this case, they likely have higher IQ

(but reduced or eliminated Per and Will bonuses) and lack the specific disadvantages for incomplete uplift.

Educated Chimpanzee

29 points

A chimpanzee (*Pan troglodytes*) trained to use sign language, and granted enhanced cognitive abilities by doing so, in an alternate world where the species has much greater neuroplasticity. Mentally, you're less intelligent than a human, less inventive, and unreceptive to abstract learning.

Attribute Modifiers: ST+2 [20]; DX+2 [40]; IQ-2 [-40]; HT+2 [20].

Secondary Characteristic Modifiers: HP-2 [-4]; Will+2 [10]; Per+2 [10].

Advantages: Brachiator [5]; Damage Resistance 1 (Flexible, -20%) [4]; Grasping Feet [4]; Sharp Teeth [1].

Perks: Fur [1].

Disadvantages: Cannot Speak [-15]; Ham-Fisted 1 [-5]; Semi-Upright [-5]; Social Stigma (Uneducated) [-5]; Stress Atavism (Mild) (12) [-10].

Quirks: Congenial [-1]; Dull [-1].

Features: Robust 2; Sign Language.

Medved

-5 points

An enhanced animal suited to a steampunk setting, surgically modified by Russian scientists from the brown bear (*Ursus arctos*). You're huge (over 400 lbs.) and solidly built, and it's difficult for you to blend into a crowd. Your intelligence hasn't been enhanced to fully human levels; you have trouble grasping figurative speech. You prefer to be alone, and may get angry if crowded or harassed in any way; your natural Brawling skill helps you strike blows – powered by massive arm muscles – or bite. You are intensely fond of sweets.

In a world where you're one of the first animals to be anthropomorphized, your Unnatural Features set you apart from human beings (*Homo sapiens*); people may not know what you are, but you're visibly something out of the ordinary.

Attribute Modifiers: ST+5 (Size, -10%) [45]; IQ-2 [-40].

Secondary Characteristic Modifiers: SM +1; Will+2 [10]; Per+2 [10]; Basic Move+1 [5].

Advantages: Arm ST 1 [5]; Blunt Claws [3]; Damage Resistance 2 (Flexible, -20%) [8]; Discriminatory Smell [15]; Fearlessness 2 [4]; Night Vision 3 [3]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur [1]; Sure-Footed (Snow) [1].

Disadvantages: Bad Sight (Low Resolution) [-25]; Disturbing Voice [-10]; Ham-Fisted 2 [-10]; Hidebound [-5]; Innumerate [-5]; Social Stigma (Uneducated) [-5]; Stress Atavism (Moderate) (12) [-15]; Unnatural Features (Huge and covered with coarse hair) [-2].

Quirks: Irritable [-1]; Likes honey/sweets [-1]; Literal-Minded [-1]; Uncongenial [-1].

Racially Learned Skills: Brawling (E) DX+2 [4].

Features: Robust 1.

Neodog

-93 points

A genetically modified species derived from the domestic dog (*Canis familiaris*). You're as bright as an unenhanced chimpanzee or a very intellectually limited human, but you can speak about concrete matters and interact with humans perceptively. Your visual acuity is poor, and you can only read very large print, but your awareness of odors is extraordinary. You're inclined to help people in distress.

It's extremely common for a neodog to develop Sense of Duty to an individual or a small group. Many neodogs learn the martial art of canine police combat (p. 19).

Attribute Modifiers: ST-1 [-10]; DX+1 (No Fine Manipulators, -40%) [12]; IQ-4 [-80]; HT+1 [10].

Secondary Characteristic Modifiers: Will+4 [20]; Per+6 [30].

Advantages: Blunt Claws [3]; Discriminatory Smell (Emotion Sense, +50%) [23]; Enhanced Move 1 (Ground Move x2) [20]; Fit [5]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Bad Sight (Low Resolution) [-25]; Chummy [-5]; Colorblindness [-10]; Disturbing Voice [-10]; Hidebound [-5]; Innumerate [-5]; Quadruped [-35]; Short Lifespan 2 [-20]; Sleepy (1/2 of the time) [-8]; Social Stigma (Uneducated) [-5]; Stress Atavism (Mild) (15) [-5].

Quirks: Responsive [-1].

Features: Born Biter 1; Digitigrade; Tail.

Source Notes

This is a slightly modified version of the K-10 from **GURPS Bio-Tech**. HT+2 has been changed to HT+1 and Fit; Basic Move+5 has been replaced with Enhanced Move 1 (Ground); and Stuttering has been changed to Disturbing Voice. Several new traits have been added: Bad Sight (Low Resolution) (p. 13); Born Biter 1 (p. 15), to represent having large jaws; Digitigrade (p. 15); and Temperature Tolerance 1 (Cold), as a benefit of Fur.

*You be good, see you tomorrow.
I love you.*

*– Last words of Alex, Dr. Irene
Pepperberg's African gray parrot*

Polynesia

15 points

A genetically modified species derived from the African gray parrot (*Psittacus erithacus*), and named for a famous fictional member of the species, one of Dr. Doolittle's animal companions. You manipulate objects with your feet and your large beak and tongue. Your feet have an exceptionally strong grip that gives +2 to relevant tasks, including climbing. Your beak is large and has a strong bite that inflicts large piercing damage. You can imitate sounds with a roll vs. Per, and you enjoy doing so.

Attribute Modifiers: ST-7 [-70]; DX+2 [40]; IQ-1 [-20].

Secondary Characteristic Modifiers: SM -3; Will+1 [5]; Per+3 [15].

Advantages: Beak and Tongue [5]; Damage Resistance 1 (Flexible, -20%) [4]; Flight (Winged, -25%) [30]; Good Grip 1 [5]; Mimicry (Based on Per, Own Roll, +20%) [12]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Sharp Beak [1]; Striking ST 2 (One Attack Only, Bite, -60%) [4]; Ultra-vision [10].

Perks: Feathers [1]; Penetrating Voice [1].

Disadvantages: Grasping Feet [-16]; Increased Consumption 1 [-10]; Social Stigma (Uneducated) [-5]; Stress Atavism (Mild) (12) [-10].

Quirks: Congenial [-1]; Nosy [-1]; Talkative [-1].

Features: Born Biter 1; Tail.

Tek-Rat

-50 points

Created by advanced biotechnology (TL10) from human and several animal genomes and not subject to Stress Atavism, this artificially created race was engineered to provide maintenance services in settings such as spacecraft, while consuming minimal life support. Your shape is humanoid, but you have a rodent-like face, a marsupial pouch that can hold offspring or tools (up to 10 ounces), and a prehensile tail. You can squeeze yourself down to SM -3, giving you +1 to Escape rolls to fit through a narrow space. You have an obsessive streak, getting totally focused on whatever long task you're working on, for +1 to effective skill – but -3 to notice anything except the task.

Attribute Modifiers: ST-6 [-60]; DX+1 [20]; IQ-1 [-20].

Secondary Characteristic Modifiers: SM -2; HP+1 [2].

Advantages: 3D Spatial Sense [10]; Acute Hearing 1 [2]; Acute Taste and Smell 1 [2]; Payload 2 [2]; Prehensile Tail [10]; Sharp Teeth [1].

Perks: Compact Frame [1]; Fur [1]; No Degeneration in Zero-G [1]; Pressure-Tolerant Lungs (Thin) [1].

Disadvantages: Disturbing Voice [-10]; Increased Consumption 1 [-10]; Unnatural Features 2 [-2].

Quirks: Attentive [-1].

Source Notes

This version of the Tek-Rat is slightly modified from **GURPS Bio-Tech**, largely to better fit the description given there. New traits are Attentive, Compact Frame, Disturbing Voice, No Degeneration in Zero-G, and Pressure-Tolerant Lungs (Thin).

A DIVERSITY OF CREATURES

Mainstream furry material is about *anthropomorphic* characters: animals with humanoid body plans and humanlike minds. Templates for many such races are presented here. These versions are cinematic furrles: not only human-shaped, but also capable of doing nearly everything humans can do, whether or not this is anatomically realistic. Appearance, minor functional differences, and aspects of temperament and motivation represent their “animal” traits. The templates use the cinematic rules for scale (p. 11).

Races derived from exclusively carnivorous or herbivorous animals have some form of Restricted Diet. If a campaign setting has all its furry races eating human food (*The Question of Carnivory*, p. 10), omit Restricted Diet from the templates.

Accipiter

0 points

Could represent many different birds of prey, such as eagles, hawks, and kites, but this example is based on the red-tailed hawk (*Buteo jamaicensis*). You look like a hawk, with feathers, wings, a tail, and a beak, but you use your wings for manipulation (perhaps with “feather fingers”) rather than for flight. You don't grasp things with your feet, though you can use their claws to kick for cutting damage. You're a classic example of having “the right stuff”: not easily frightened, self-assured, and quick to make up your mind.

Some accipiters function more like actual birds of prey. Several added traits help them do this. Good Grip, Grasping Feet, and Sure-Footed (Tree branches) let them use their feet to hold things. Flight (Cannot Hover, -15%; Temporary Disadvantage, No Fine Manipulators, -30%; Winged, -25%) lets them take to the sky with air Move 10. Telescopic Vision 2 grants the ability to observe targets on the ground from a height. An added DX+1 is worth considering, as it improves maneuverability and Basic Speed, raising air Move to 11.

Attribute Modifiers: ST-3 [-30]; DX+1 [20].

Advantages: Acute Vision 2 [4]; Damage Resistance 1 (Flexible, -20%) [4]; Fearlessness 2 [4]; Sharp Beak [1]; Sharp Claws [5]; Temperature Tolerance 1 (Cold) [1].

Perks: Feathers [1]; Penetrating Voice [1]; Robust Vision [1].

Disadvantages: Restricted Diet (Fresh Meat) [-10].

Quirks: Confident [-1]; Decisive [-1].

Features: Gracile 2; Tail.

Big Cat

27 points

Several closely related large catlike species (genus *Panthera*) are similar enough to share a basic template. Big cats are carnivores who function well at night.

Different types of big cat each have their own set of traits (see below), though they have some measure of interfertility. The options can be treated as analogs of human races or cultures.

Attribute Modifiers: DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Night Vision 3 [3]; Sharp Claws (Switchable, +10%) [6]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Deep Sleeper [1]; Fur [1].

Disadvantages: Restricted Diet (Fresh Meat) [-10].

Quirks: Attentive [-1].

Features: Digitigrade; Tail.

Jag

+19 points

Based on the jaguar (*Panthera onca*). You're short, massively built, and able to endure discomfort. You'll often be the exotic figure in a group.

To take advantage of their powerful jaws, jags may take the Biting Mastery perk and Karate skill.

Attribute Modifiers: ST+1 [10].

Advantages: Lifting ST 1 [3]; Striking ST 2 (One Attack Only, Bite, -60%) [4].

Perks: Limited Camouflage (Jungle) [1]; Patience of Job [1].

Features: Robust 1.

Leo

+25 points

Based on the lion (*Panthera leo*). You fit the “king of beasts” archetype, with an above average physique and natural leadership abilities. When you raise your voice, others listen! You’re most at ease in a group.

Male leos have Damage Resistance 1 (Flexible, -20%; Partial, Neck, -50%) [2] and Damage Resistance 1 (Flexible, -20%; Partial, Skull, -70%) [1], for +3 points total.

Attribute Modifiers: ST+2 [20].

Advantages: Charisma 1 [5].

Perks: Penetrating Voice [1].

Quirks: Congenial [-1].

Ounce

+16 points

Based on the snow leopard (*Panthera uncia*). You’re a dweller of the high mountains, tolerant of thin air and cold, and inclined to solitude and contemplation.

An ounce living at sea level should take the Pressure-Tolerant Lungs perk (**GURPS Power-Ups 2: Perks**, p. 11) to avoid detrimental effects from the dense air. Many ounces will pursue Disciplines of Faith in place of Daily Ritual; if a campaign allows mystical or psychic abilities, ounces can plausibly have them.

Attribute Modifiers: ST-1 [-10].

Advantages: Perfect Balance [15]; Protected Vision [5]; Temperature Tolerance 2 (Cold)* [1]; Terrain Adaptation (Snow) [5].

Perks: Autotrance [1]; Limited Camouflage (Snow) [1].

Quirks: Daily Ritual (Meditation) [-1]; Uncongenial [-1].

Features: Native Pressure 0.70 atm.

* Bought up from Temperature Tolerance 1, which is standard for big cats.

Pard

+23 points

Based on the leopard (*Panthera pardus*). You’re a self-reliant loner who avoids drawing attention to yourself; like James Joyce’s hero Stephen Daedalus, you live by “silence, exile, and cunning.”

Advantages: Perfect Balance [15]; Silence 1 [5]; Super Climbing 1 [3].

Perks: Limited Camouflage (Jungle) [1].

Quirks: Uncongenial [-1].

Tigris

+24 points

Based on the tiger (*Panthera tigris*). You’re a classic “barbarian” warrior – or, in a higher-tech society, a country boy



(or girl): big, strong, and impatient of book learning. Your large build needs a lot of food: one extra meal a day, adding 10% to the weight and cost of your provisions.

To play against stereotype, work on buying off the Social Stigma and gaining some schooling – in your case it’s not an inborn mental limitation!

Attribute Modifiers: ST+3 [30].

Perks: Limited Camouflage (Jungle) [1].

Disadvantages: Social Stigma (Uneducated) [-5].

Quirks: Hungry [-1]; Likes contests of strength/prowess [-1].

Canid

5 points

Based on the domestic dog (*Canis familiaris*). You’re a creature of the pack; you’re most comfortable with group action and tend to put the welfare of your associates first.

Many canids have Sense of Duty to a specific other person or a small group.

Advantages: Acute Taste and Smell 2 [4]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur [1].

Quirks: Congenial [-1]; Humble [-1].

Features: Digitigrade; Tail.

Racial Options

A variety of traits or groups of traits can be used to represent specific *breeds* of dogs. Some breeds may have more than one of these.

Alternate Size: Large (+32 points): ST+3 (Size, -10%) [27]; Basic Move+2 [5]; Gigantism [0]. *Note:* +1 to Basic Move is free from Gigantism.

Alternate Size: Small (-35 points): ST-3 [-30]; SM -1; Basic Move-1 [-5].

Alternate Size: Toy (-82 points): ST-6 [-60]; SM -1; Basic Move-3 [-10]; Dwarfism [-15]; Fearfulness 1 [-2]; Pitiable [5]. *Note:* -1 to Basic Move is free from Dwarfism.

Gazehound (+20 points): Basic Move+1 [5]; Acute Vision 1 [2]; Enhanced Move 1 (Ground Move x2) [20]; Layabout [-1]; Likes to chase things [-1]; Shyness (Mild) [-5]; Gracile 1.

Herder (+29 points): IQ+1 [20]; Animal Empathy [5]; Charisma 1 [5]; Responsive [-1].

Molosser (+5 points): Basic Move-1 [-5]; Fearlessness 1 [2]; High Pain Threshold [10]; Lifting ST 1 [3]; Stubbornness [-5]; Born Biter 1; Robust 1.

Retriever (+5 points): Sure-Footed (Water) [1]; Temperature Tolerance 2 (Cold) [2]; Waterproofing [1]; Likes water [-1]; Skill Bonus: Swimming+1 [2].

Scenthound (+16 points): Discriminatory Smell [15]; Penetrating Voice [1].

Terrier (+4 points): Burrower [1]; Damage Resistance 1 (Flexible, -20%) [4]; Determined [-1].

Turnspit (-4 points): Fit [5]; Unattractive [-4]; Workaholic [-5].

Castor

-22 points

Based on the North American beaver (*Castor canadensis*) or the Eurasian beaver (*Castor fiber*). You're short and solidly built, and fully at home in the water. Your personality is equally solid, combining lack of playfulness and a focus on getting your job done with natural inventiveness; you're well suited to technological careers, from village artisan to starship engineer.

For a more skilled version, add one or more levels of a Talent such as Artificer or Master Builder – or in a cinematic campaign, add Gadgeteer. To exaggerate the typical personality, add Workaholic [-5] as a signature trait.

Attribute Modifiers: ST-3 [-30].

Secondary Characteristic Modifiers: SM -1; Basic Move-2 [-10].

Advantages: Amphibious [10]; Breath-Holding 1 [2]; Nictitating Membrane 1 [1]; Single-Minded [5]; Temperature Tolerance 2 (Cold) [2]; Versatile [5].

Perks: Chisel Teeth [1]; Fur [1]; Tail Slap [1]; Waterproofing [1].

Disadvantages: Restricted Diet (Plants) [-10].

Quirks: Serious [-1].

Features: Robust 1; Tail.

*She'll just tell you that she came
In the year of the cat.*

– Al Stewart,
“The Year of the Cat”

Crocutid

30 points

Based on the spotted hyena (*Crocota crocuta*). You're a natural gang member, preferring to be part of a group. You're scary-looking, with massive jaw muscles and unappealing looks, and probably have scars or piercings. You're sensitive to your standing within your gang and likely to quarrel over insults. However, you're smart, a capable manipulator, and quick to spot tactical advantages, which lets you work together with rivals. You can eat and digest any part of an animal, including crushing the bones in your powerful jaws, but you hunt fresh meat as well as scavenging.

Female crocutids are bigger than males and more assertive, reversing a common human pattern. This doesn't make them Androgynous – the sexes are visibly distinct – but other races are sometimes confused about which sex is which. The differences aren't great enough to require distinct templates, but should be kept in mind in character design.

Attributes: IQ+1 [20].

Advantages: Blunt Claws [3]; Reduced Consumption 2 (Cast-iron Stomach, -50%) [2]; Sharp Teeth [1]; Smooth Operator 1 [15]; Striking ST 4 (One Attack Only, Bite, -60%) [8].

Perks: Fur [1].

Disadvantages: Restricted Diet (Meat) [-10]; Selfish (12) [-5]; Unattractive [-4].

Quirks: Congenial [-1]; Distinctive laugh [-1]; Likes jewelry and body art [-1].

Racial Skill Bonuses: Tactics+1 [2].

Features: Digitigrade.

Draconid

50 points

Inspired by dragons of Western legend, but in a humanoid form with only four limbs. You have gliding membranes, which may be like those of the flying dragon (*Draco volans*, a kind of lizard) or of a flying lemur (*Cynocephalus volans*); you can't truly fly but can take off from a high place and gain altitude from updrafts. Your long neck lets you see over obstacles as if you were SM +1.

You're both proud as an individual and always aware of your identity as a draconid. You're reluctant to spend money – but only gold or silver coins; paper money, electronic funds transfers, and credit cards don't seem quite as real to you.

Attribute Modifiers: ST-1 [-10]; DX+1 [20]; IQ+1 [20].

Advantages: Acute Vision 1 [2]; Damage Resistance 1 (Flexible, -20%) [4]; Flight (Controlled Gliding, -45%) [22]; Long Neck (+1 SM) [3]; Sharp Teeth [1].

Perks: Scales [1].

Disadvantages: Restricted Diet (Fresh Meat) [-10].

Quirks: Chauvinistic [-1]; Miserliness (Only when paying in precious metal) [-1]; Proud [-1].

Features: Digitigrade; Gracile 2; Tail.

Racial Options

Flight: Some versions of draconids are capable of true flight, like bats or pterosaurs. Define this as Flight (Cannot Hover, -15%; Winged, -25%) [24], which replaces Flight (Controlled Gliding, -45%). Other draconids have telekinetically based flight, which is Flight (Psionic, -10%; Small Wings, -10%) [32]. Alternatively, keep Flight as gliding, but add augmented soaring ability with one or more levels of Enhanced Move (Air) [20/level]; each level halves your deceleration in level flight.

Breathe Fire: Some draconid subspecies have the ability to breathe fire. Burning Attack 4d (Cost Fatigue, 1 FP/use, -5%; Limited Use, 4/day, -20%; Melee Attack, Reach C, 1, Cannot Parry, -25%) [10].

Felinoid

17 points

Based on the domestic cat (*Felis catus*). You're an individualist, living for your own pleasure and doing as you please. You'd rather get what you like than have to like what you get. At the same time, when something captures your interest, you're capable of close focus on it – or on them, if it's *someone*.

Attribute Modifiers: ST-2 [-20]; DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Night Vision 3 [3]; Sharp Claws (Switchable, +10%) [6]; Sharp Teeth [1]; Super Climbing 1 [3]; Vibration Sense (Air) [10].

Perks: Deep Sleeper [1]; Fur [1].

Disadvantages: Restricted Diet (Fresh Meat) [-10].

Quirks: Attentive [-1]; Hedonist [-1]; Uncongenial [-1].

Features: Digitigrade; Tail.

Formicarius

-8 points

Based on the giant anteater (*Myrmecophaga tridactyla*). You're adapted to a specialized diet of ants or termites; your toothless bite inflicts only thr-3 crushing damage, but your tongue is coated with sticky saliva with effective ST 1. Your arms have extra strength and carry long claws that can inflict cutting or impaling damage, making you an unexpectedly formidable fighter – or letting you dig up mounds of earth. You usually prefer to be alone, going about your own business.

Attribute Modifiers: ST-1 [-10].

Secondary Characteristic Modifiers: Per-1 [-5].

Advantages: Acute Taste and Smell 2 [4]; Arm ST 2 [10]; Binding 1 (Melee Attack, Reach C, Cannot Parry, -35%; One-Shot, -10%; Temporary Disadvantage, Cannot Speak, -15%) [1]; Extensible Tongue [5]; Talons [8].

Perks: Burrower [1]; Fur [1].

Disadvantages: Restricted Diet (Insects) [-20]; Weak Bite [-2].

Quirks: Uncongenial [-1].

Features: Gracile 2; Tail.

Lapine

32 points

Based on the European rabbit (*Oryctolagus cuniculus*), but can represent other species such as various cottontails (genus *Sylvilagus*). You're small, herbivorous, and generally unaggressive, relying on your keen hearing to warn you of danger and your running and jumping ability to get away from it. The last your enemies see of you is often your flashy white tail receding into the distance! However, your powerful leg muscles let you kick your foes, or slam them, if you need to fight. You're a natural kicker, with no skill penalty to kicking in combat. If you feel uneasy or threatened, you drum one foot on the ground as a warning. When not threatened, you're sociable, outgoing, and flirtatious, and you're never at your best when alone.

A lapine who learns Brawling or Karate can take a version of Thumper (p. 13) to treat racially learned Kicking as a technique of that skill.

Attribute Modifiers: ST-2 [-20]; DX+1 [20].

Secondary Characteristic Modifiers: Basic Speed+0.75 [15].

Advantages: Acute Hearing 2 [4]; Enhanced Move 1 (Ground Move x2) [20]; Striking ST 2 (Kicking Only, -60%) [4]; Super Jump 1 [10].

Perks: Fur [1].

Disadvantages: Chummy [-5]; Odious Personal Habit (Drumming) [-5]; Restricted Diet (Plants) [-10].

Quirks: Careful [-1]; Distinctive Features (Fluffy white tail) [-1]; Flirtatious [-1]; Likes clever tricks [-1].

Racially Learned Techniques: Kicking (A) DX [2].

Lupine

13 points

Based on the wolf (*Canis lupus*). Like a canid, you have a strong attachment to a group (your pack). However, you're naturally proud and not inclined to obey orders for the sake of obeying – you cooperate because you see the advantage in doing so, or because you're loyal to your packmates.

Advantages: Acute Taste and Smell 2 [4]; Damage Resistance 1 (Flexible, -20%) [4]; Parabolic Hearing 1 [4]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur [1].

Quirks: Congenial [-1]; Proud [-1].

Features: Born Biter 1; Digitigrade; Tail.

Lutrid

28 points

Based on the North America river otter (*Lontra canadensis*), but can represent other species of river otters. You're a true "party animal," outgoing and always ready for a good time, especially in the water. Your body is highly flexible, letting you maneuver easily in tight spaces. You can walk on ice and snow at normal speed, or lie prone and slide at 3x your Basic Move.

Attribute Modifiers: ST-4 [-40]; DX+1 [20].

Secondary Characteristic Modifiers: SM -1; Basic Move-2 [-10].

Advantages: Amphibious [10]; Breath-Holding 2 [4]; Damage Resistance 1 (Flexible, -20%) [4]; Enhanced Move 1.5 (Ground Move x3; Environmental, Ice or Snow, -40%; Temporary Disadvantage, Horizontal, -10%) [15]; Flexibility [5]; Nictitating Membrane 1 [1]; Sharp Claws [5]; Sharp Teeth [1]; Temperature Tolerance 2 (Cold) [2]; Terrain Adaptation (Ice) [5]; Terrain Adaptation (Snow) [5]; Vibration Sense (Water) [10].

Perks: Fur [1]; Waterproofing [1].

Disadvantages: Restricted Diet (Fresh Meat) [-10].

Quirks: Playful [-1].

Features: Digitigrade; Gracile 1; Tail.

Mephitid

42 points

Based on the striped skunk (*Mephitis mephitis*). Your spray is feared (*Under the Hood: Skunk Spray*, p. 27), and most foes who see you raise your large, flashy tail will back off. Because of this, you're not easily frightened, and you're a little slow-moving. You have +2 to Intimidation against any foe who's familiar with your ability to spray. Other races tend to avoid you (-2 to reaction rolls, except from other mephitids, who commonly react at +2), but you attach little importance to racial differences. You fall in love easily and spend a lot of time thinking about it; in the presence of an attractive member of the sex you favor, you're at -1 to perform most tasks.

Distinctive Features gives -1 to Disguise and Shadowing, and +1 to others' attempts to identify or follow you visually, based on your appearance. Obvious gives +1 to others' Smell rolls and -1 to your Stealth rolls, based on your odor. *Both* may apply!

Attribute Modifiers: ST-2 [-20].

Secondary Characteristic Modifiers: Basic Speed-1.00 [-20].

Advantages: Damage Resistance 1 (Flexible, -20%) [4]; Fearlessness 1 [2]; Night Vision 3 [3]; Skunk Spray* [83].

Perks: Fur [1].

Disadvantages: Social Stigma (Minority Group) [-10].

Quirks: Broad-Minded [-1]; Distinctive Features (Black and white stripes) [-1]; Flirtatious [-1]; Obvious (Musk) [-1].

Racially Learned Skill: Innate Attack (Spray) (E) DX [1].

Racially Learned Technique: Back Spray (A) Innate Attack [2].

Features: Tail.

* See *Under the Hood: Skunk Spray*.

Porcid

30 points

Based on the domestic pig (*Sus scrofa*). You're smart and habitually curious. You take a particular interest in food and have good senses of smell and taste. Your build is stocky and gives you +1 to Swimming and to resist knockback – but -1 to Disguise and often to Shadowing, unless you're among others with similar builds. You have thin fur, or none, and a naturally clean metabolism. Your hands have hooves instead of nails, giving you +1 to crushing damage and DR 1 – but they don't hinder your manipulatory abilities.

Attribute Modifiers: IQ+1 [20].

Advantages: Acute Taste and Smell 1 [2]; Damage Resistance 2 (Tough Skin, -40%) [6]; Hooves [3].

Perks: Hooves on hands as well as feet [1]; Sanitized Metabolism [1].

Quirks: Gourmand [-1]; Nosy [-1]; Overweight [-1].

Features: Digitigrade; Robust 1.

Procyon

0 points

Based on the raccoon (*Procyon lotor*). You have clever hands and a good sense of touch; you do well at skills such as Lockpicking or Surgery. You prefer to dip your food into water, sauces, coffee, or other liquids. You aren't an outright criminal, but a chronic scrounger, likely to pick up small objects and check whether doors are locked.

An urbanized procyon may have Influence shticks, particularly Gangster Swagger or Fear-some Stare, or a level of the Street Smarts Talent.

Attribute Modifiers: ST-1 [-10].

Advantages: Acute Touch 1 [2]; High Manual Dexterity 1 [5]; Night Vision 3 [3]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur [1].

Quirk: Compulsion (Dipping food into water/liquids) [-1]; Opportunistic [-1].

Features: Robust 1; Tail.

Qilin

35 points

The Chinese name ("cheeleen"; Japanese *kirin*) is often translated as "unicorn"; but after Zheng He's voyage to East Africa, it was used for giraffes (*Giraffa camelopardalis*), and it's used here for giraffe-based furies. Your overall SM is 0, but

UNDER THE HOOD: SKUNK SPRAY

Skunk spray is represented as three attacks with Link at the +10% level, meaning that all three must be made simultaneously and with the same target. The combined attacks are a jet with Range 10. You have only limited stores of spray; once you have delivered four attacks, you need a full day to secrete more.

Your spray produces a cloud that hangs in the air in a two-yard radius for 10 seconds. Its strong odor gives -5 to all Smell rolls.

Your attack causes smell-based effects, resisted with a HT-2 roll. DR doesn't help against these, but Protected Taste/Smell does, and No Sense of Smell/Taste or Sealed makes the subject immune. On a failed roll, the target is completely unable to smell anything *other than* the spray. Failure by 5 or more means it has gotten into the mouth, causing retching (p. B429).

If your target has any exposed skin (or is wearing porous clothing), the spray has irritant effects, causing moderate pain (p. B428) on a failed HT-2 roll. Failure by 5 or more means it has gotten into the eyes, causing temporary blindness as well (pp. B124-125). Either Nictitating Membrane or Protected Vision gives a bonus against this effect.

You also leave a coating of aerosol on the skin and clothing. This is treated as a nuisance effect *to the target*: -1 to Disguise and Shadowing, +1 to others' Smell rolls, and -1 to reaction and Influence rolls (-5 for Sex Appeal!). It persists for five hours per point by which the HT-2 roll was failed. The Extended Duration modifier applies *only* to the Reversed Nuisance Effect and is worth +100% of its +5%, or an added +5%.

The statistics for this attack are as follows:

Affliction 3 (Contact Agent, -30%; Extended Duration, Stinky only, 300x, +5%; Increased 1/2D, x2, +5%; Jet, +0%; Limited Arc, Side or rear, -60%; Limited Use, 4/day, -20%; Link, +10%; Moderate Pain, +20%; Reversed Arc, +0%; Reversed Nuisance Effect, Stinky, +5%; Secondary Blindness, +10%) [14] + Affliction 3 (Disadvantage, No Sense of Smell/Taste, +5%; Increased 1/2D, x2, +5%; Jet, +0%; Limited Arc, Side or rear, -60%; Limited Use, 4/day, -20%; Link, +10%; Reversed Arc, +0%; Secondary Retching, +10%; Smell-Based, +150%) [60] + Obscure 5 (Smell; Increased 1/2D, x2, +5%; Jet, +0%; Limited Arc, Side or rear, -60%; Limited Use, 4/day, -20%; Link, +10%; Ranged, +50%; Reversed Arc, +0%) [9].

your legs are unusually long, helping you to step over obstacles and adding to your Basic Move. Your neck is long as well, letting you see over obstacles as if you were SM +1 or strike blows with your horns at reach 1. Your tail isn't prehensile but can be used to brush away insects. You're as intelligent as anyone else, but inclined to stick with familiar ways of doing things, usually fitting in with a group that does things that way. You're likely to pick out a rival, usually of your own sex, and pay a lot of attention to competing with them.

Attribute Modifiers: ST+1 [10].

Secondary Characteristic Modifiers: Basic Move+2 [10].

Advantages: Hooves [3]; Long Legs (+1 SM) [10]; Long Neck (+1 SM) [3]; Striker (Horns; Crushing; Long, +1 SM, Only at maximum reach, +75%) [9].

Perks: Fly-Whisk [1]; Fur [1]; Limited Camouflage (Woodland) [1].

Disadvantages: Restricted Diet (Plants) [-10]; Weak Bite [-2].

Quirks: Congenial [-1]; Dull [-1]; Rivalrous [-1].

Racially Learned Techniques: Kicking (A) DX [2].

Features: Digitigrade; Gracile 2; Tail.

Saur

52 points

An archetypal “intelligent reptile” looking somewhat like a bipedal alligator (*Alligator mississippiensis*) or Komodo dragon (*Varanus komodoensis*). You’re well over 6’ tall and heavily built, but need relatively little food, averaging one meal a day – which must be fresh meat. You’re well-equipped for combat, with armored skin, an elongated jaw, sharp teeth, and a massive tail that functions as a Striker. You *can* use your tail to attack, but it can also be targeted at -3, as if it were a limb. You become sluggish below 50°F and see poorly at night. You’re cold-blooded metaphorically as well as literally, having little concern for others’ pain. You aren’t fully Selfish – you don’t lose your temper and lash out when slighted – but you actively seek power and remember those who showed you contempt.

Several optional sets of traits can fit this template to more specific archetypes. See below for details.

Attribute Modifiers: ST+5 (Size, -10%) [45].

Secondary Characteristic Modifiers: SM +1; Basic Move+2 [10].

Advantages: Damage Resistance 2 (Flexible, -20%) [8]; Sharp Teeth [1]; Striker (Crushing; Limited Arc, Side or rear, -60%; Long, +1 SM, +100%; Reversed Arc, +0%) [7].

Perks: Robust Vision [1]; Scales [1].

Disadvantages: Callous [-5]; Cold-Blooded (50°F) [-5]; Restricted Diet (Fresh Meat) [-10].

Quirks: Ambitious [-1]; Distinctive Speech (Hissing voice) [-1]; Poor Night Vision [-1].

Racially Learned Skills: Brawling (E) DX [1].

Racially Learned Techniques: Back Tail Strike (A) Brawling-1 [1].

Features: Born Biter 1; Robust 1; Tail.

Armored

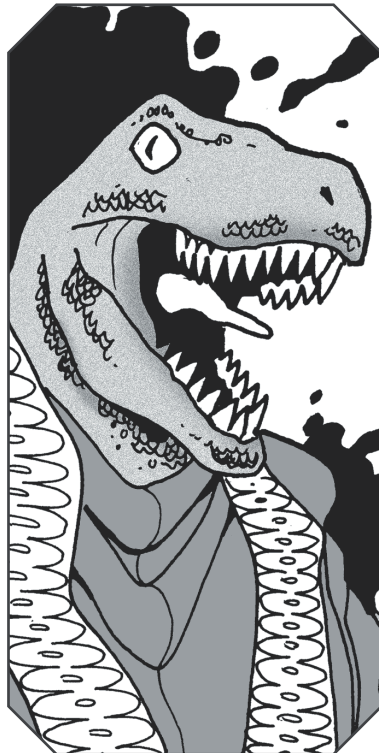
+15 points

You’re shorter and more massively muscled than ordinary saurs, and your scales are thicker and more durable, like an alligator’s.

Attribute Modifiers: ST+1 (Size, -10%) [9].

Advantages: DR +2 (Tough Skin, -40%) [6].

Features: Robust 2.



Fire-Breathing

+15 points

You can “breathe fire” like a dragon – actually, you spit liquid that bursts into flame, inflicting burns and possibly setting things on fire (see *Making Things Burn*, p. B433). Each attack costs 1 FP. After four attacks, you need a full day to accumulate more fuel. You need three meals daily, and you don’t become dormant in cold weather.

Advantages: Burning Attack 4d (Costs Fatigue, 1 FP/use, -5%; Limited Use, 4/day, -20%; Melee Attack, Reach C, 1, Cannot Parry, -25%) [10]; Not Cold-Blooded [5].

Runner

+15 points

You’re built for speed, being taller and leaner than ordinary saurs.

Secondary Characteristic Modifiers: Basic Move+1 [5].

Advantages: Enhanced Move 0.5 (Ground Move x1.5) [10].

Features: Not Robust.

Swimmer

+15 points

You’re adapted to life in the water as well as on land. You can hold your breath 4x as long as normal, and swim as fast as you can run. Your back is dark (typically dark green), but your front is pale, making it harder to see you when you’re submerged, either from above or from below.

Advantages: Amphibious [10]; Breath-Holding 2 [4].

Perks: Limited Camouflage (Underwater) [1].

Third Eye

+20 points

You have an eye in the back of your head, like a tuatara (*Sphenodon punctatus*), but more functional. You can see behind yourself, though with low resolution (-4 to see objects at range; -8 to see details such as print) and without depth perception. Your tail attacks to the rear are not Wild Swings, but have an extra -1 from lack of depth perception.

Advantages: 360° Vision (No Increase in Vertical Arc, -10%; Nuisance Effect, Low Resolution when looking backward, -5%; Nuisance Effect, No Depth Perception when looking backward, -5%) [20]; Striker attacks to side or rear are not blind [1].

Disadvantages: No Racially Learned Back Tail Strike [-1].

Shekru

30 points

Based on the Indian giant squirrel (*Ratufa indica*). Your fur is a “coat of many colors” that helps conceal you in woodland shadows, but stands out in a crowd and is hard to disguise. You’re a natural acrobat, with remarkable dexterity, superb balance (helped by your large tail), and a body that can twist in many directions. You have a talent for talking people into things through clever conversation. You’re naturally cautious and keep escape routes in mind wherever you go – usually based on climbing and jumping.

Attribute Modifiers: ST-4 [-40]; DX+2 [40].
Secondary Characteristic Modifiers: SM -1.
Advantages: Perfect Balance [15]; Super Climbing 1 [3]; Super Jump 1 [10].
Perks: Chisel Teeth [1]; Limited Camouflage (Woodland) [1].
Quirks: Careful [-1]; Distinctive Features (Brightly colored) [-1].
Racial Talent: +1 to Fast-Talk [2].
Features: Gracile 1; Tail.

Urchin

-44 points

Based on the hedgehog (*Erinaceus europaeus*). You're small, 3' or less, and your strength and speed are proportionately less. However, foot-long spines growing out of your back naturally protect you. You can use your spines as shock absorbers to break a fall on a roll vs. Acrobatics+5 (defaulting to DX-1); see **GURPS Martial Arts** for details. In combat, you turn your prickly back to your foe. If you have advance warning, you can curl up into a ball less than 2' in diameter, with your face and vitals on the inside. Having this defense, you're not easily frightened. Most races find you appealing and are more inclined to protect you than attack you.

Some urchins may learn the cinematic Rolling Slam technique (p. 18). In a comedic campaign, the GM may let you take Rapier Wit, which you can use while curled up, confusing your adversaries or even causing them to injure themselves.

Attribute Modifiers: ST-5 [-50].
Secondary Characteristic Modifiers: SM -2; Basic Move-2 [-10].
Advantages: Fearlessness 2 [4]; Pitiabile [5]; Spines (Long; Can't Wear Armor, -40%; Directional (B), -40%) [1].
Perks: Compact Frame [1]; Curls Up (Able to see).
Quirks: Likes insects [-1].
Racial Technique Bonuses: Breakfall +5 [5].
Features: Digitigrade.

Ursinoid

65 points

Based on the brown bear (*Ursus arctos*). You have a solitary, easily angered temperament – and a love of sweets, which your keen senses can easily locate. You're also huge, strong, and hard to hurt, between your bulk and your shaggy fur.

Attribute Modifiers: ST+5 (Size, -10%) [45].
Secondary Characteristic Modifiers: SM +1; Basic Move+1 [5].
Advantages: Acute Taste and Smell 2 [4]; Damage Resistance 1 (Flexible, -20%) [4]; Fearlessness 1 [2]; Night Vision 3 [3]; Sharp Teeth [1]; Temperature Tolerance 2 (Cold) [2].
Perks: Fur [1]; Sure-Footed (Snow) [1].
Quirks: Irritable [-1]; Likes honey/sweets [-1]; Uncongenial [-1].
Features: Robust 1.

Vulpid

-20 points

Based on the red fox (*Vulpes vulpes*). You're clever at improvising solutions to problems, delight in trickery (this is comparable to a Like, a quirk-level Odious Personal Habit, or a quirk-level version of Trickster), and readily take risks for the sake of a good prank. You may follow a personal moral code or none, but you resist society's expectations.

Attribute Modifiers: ST-2 [-20].
Secondary Characteristic Modifiers: SM -1; Basic Move-1 [-5].
Advantages: Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1]; Versatile [5].
Perks: Fur [1].
Quirks: Amoral [-1]; Audacious [-1]; Likes playing tricks [-1].
Features: Digitigrade; Tail.

EXOTICS

You're comparable to an anthropomorphic furry, but you have some unusual traits. You may be much larger or smaller than human, or have a nonhumanoid body plan (perhaps that of the original animal species), or be a hybrid or chimera. However, you don't have special powers (see *Furry Superior*, pp. 31-33); in particular, if you're superhumanly strong, it's because you're larger and heavier than a human.

Exotics may be either realistic or cinematic.

Cat/Dog

7 points

An example of a hybrid species, born to a canid and feline who fell in love across racial lines. This type of furry is cinematic, like their parents. Your physical traits blend theirs. In particular, you have the sensory advantages of both. Your emotional nature is a divided one (see *Hybridization*, p. 12), and you don't entirely fit in socially with either part of your ancestry. In your "dog" personality, you love company and go along with what others are thinking and doing; in

your "cat" personality, you prefer to be alone and to pursue private enjoyments.

In a setting where intermarriage is generally accepted, the Social Stigma can be removed from this template. In a comedic campaign, you may have Good and Bad Angel (p. 15).

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Acute Taste and Smell 1 [2]; Night Vision 2 [2]; Sharp Claws [5]; Sharp Teeth [1]; Vibration Sense (Air) [10].
Perks: Fur [1].
Disadvantages: Social Stigma (Second-Class Citizen) [-5]; Split Personality (12) [-15]; Unnatural Features (Uncanny valley) [-2].
Quirks: Personality traits (see below) [-2].
Features: Digitigrade; Tail.

Personalities

"Cat" Personality: Hedonist [-1]; Loner [-1]. -2 points.

"Dog" Personality: Congenial [-1]; Humble [-1]. -2 points.

Folf

-12 points

Another cinematic hybrid race, the folf is the child of a lupine and a vulpid. Unlike the cat/dog, you don't have inner conflicts; your traits reflect blending inheritance (see *Hybridization*, p. 12). However, you lead a somewhat marginal existence, not fully accepted by either of your parents' kin or race. You're accepting of others' differences and likely to come up with original (but not necessarily good!) ideas.

In a setting where intermarriage is generally accepted, the Social Stigma can be removed from this template.

Attribute Modifiers: ST-1 [-10].

Advantages: Acute Taste and Smell 1 [2]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur [1].

Disadvantages: Social Stigma (Second-Class Citizen) [-5].

Quirks: Broad-Minded [-1]; Imaginative [-1].

Features: Born Biter 1; Digitigrade; Tail.

Frog Prince

-50 points

Biologically realistic. Inspired by classic fairy tales. Based on the European common frog (*Rana temporaria*). You look and act like an ordinary frog, but you have human intelligence, you can speak, and your eyesight is good enough to recognize human royalty. Your Dead Broke disadvantage supersedes whatever wealth level you had in human form – but when you attain your potential human form, it goes away and you have clothes and personal gear suited to your original wealth level. (You retain your original wealth level, as a character trait rather than a racial one, but as a frog, you can't get access to it.) This template can be used to create a frog princess.

All of these effects are magical – but none of your traits have the Magical limitation. This is partly for simplicity of design, but also because, if magic stopped working, you wouldn't necessarily become nonsapient or acquire Bad Sight, like a real frog; it's just as plausible that the magical curse that changed you into a frog would stop working, at least temporarily. Not having your various traits be Magical avoids having to resolve this question.

Attribute Modifiers: ST-9 [-90].

Secondary Characteristic Modifiers: SM -6; Basic Move-3 [-15].

Advantages: Amphibious [10]; Binding 1 (Melee Attack, Reach C, Cannot Parry, -35%; One-Shot, -10%; Temporary Disadvantage, Cannot Speak, -15%) [1]; Doesn't Breathe (Nuisance Effect, Limited to no exertion, -5%; Oxygen Absorption, -25%) [14]; Extra Legs (Four Legs) [5]; Metabolism Control 6 (Hibernation, -60%) [12]; Nictitating Membrane 1 [1]; Potential Form (Human royalty; When kissed by a person of equal or greater standing) [50]; Super Jump 2 [20].

Perks: Limited Camouflage (Freshwater lakes) [1]; Penetrating Voice [1].

Disadvantages: Cold-Blooded (50°F) [-5]; Dead Broke [-25]; Ham-Fisted 2 [-10]; Horizontal [-10]; Restricted Diet (Fresh Meat) [-10].

Features: Thermal comfort zone in water of 60-70°F.

Houyhnhnm

155 points

Biologically realistic. Described by Lemuel Gulliver in his account of his last voyage. Houyhnhnms are anatomically indistinguishable from the domestic horse (*Equus ferus caballus*), but no less capable than humans of manipulation and speech (though with an "equine" accent).

You have a definite sense of your own "kind," as distinct not only from Houyhnhnms of other colors but even more strongly from humanoids. In particular, you find the presence of humans distasteful, partly on account of their smell (especially the degraded Yahoos of your own land). You don't really understand "saying the thing that is not" (lying) and don't think of doing it. Your actions are guided by logic rather than passion, and in particular, you don't start fights, but rely on reasoned discussion. If you need to fight, you can grapple with your elongated jaws (though your bites do only thr-3 damage) or with one forehoof and pastern; rear up and strike with forefeet; or kick (see *Hnarff*, p. 19).

To create a sapient equine race that's more sympathetic, but less intellectual, remove the +2 to IQ, High Manual Dexterity 1, Sanitized Metabolism, Chauvinistic, Disciplined, and Ingenuous. This lowers racial cost by 43 points to 112 points. You still have the ability to grasp things between forehoof and pastern, but less skillfully.

Attribute Modifiers: ST+11 (Size, -10%) [99]; IQ+2 [40].

Secondary Characteristic Modifiers: SM +1; Basic Move+1 [5].

Advantages: Enhanced Move 1 (Ground Move x2) [20]; Extra Legs (Four Legs) [5]; High Manual Dexterity 1 [5]; Hooves [3]; Peripheral Vision [15]; Reduced Consumption 1 [2].

Perks: Fly-Whisk [1]; Penetrating Voice [1]; Sanitized Metabolism [1].

Disadvantages: Grasping Feet [-16]; Horizontal [-10]; Restricted Diet (Plants) [-10]; Weak Bite [-2].

Quirks: Chauvinistic [-1]; Disciplined [-1]; Distinctive Speech [-1]; Ingenuous [-1].

Features: Born Biter 1; Tail.

*The Houyhnhnms
use the hollow Part
between the Pastern
and the Hoof of their
Fore-feet, as we do our
Hands . . .*

– Jonathan Swift,
Gulliver's Travels

Samebito

100 points

Cinematic. An anthropomorphic shark; the name (from *same*, shark, and *hito*, person) comes from a story by Lafcadio Hearn inspired by Japanese folklore. You

belong to a race that serves the dragon kings of the sea. Your primary habitat is aquatic, but you can survive out of water for up to half a day before drying out enough to suffocate. Your skin is dark gray on the back and sides, and light gray on the front, providing camouflage when you swim, along with a measure of protection. You have an exceptionally large mouth with sharp teeth. You react quickly in a fight and have little sense of fear, but safeguard your own honor and demand to be treated with respect. You love things passed down from the past.

Attribute Modifiers: ST+4 (Size, -10%) [36]; HT+2 [20].
Secondary Characteristic Modifiers: SM +1; Water Move+2 [10].
Advantages: Acute Taste and Smell 1 [2]; Amphibious [10]; Combat Reflexes [15]; Damage Resistance 1 (Flexible, -20%) [4]; Doesn't Breathe (Costs Fatigue, 1 FP/hour, +0%; Gills, -50%) [10]; Fearlessness 2 [4]; Night Vision 3 [3]; Pressure Support 1 [5]; Sharp Teeth [1]; Speak Underwater [5].
Perks: Limited Camouflage (Underwater) [1]; Scales [1].
Disadvantages: Code of Honor (Bushido) [-15]; Restricted Diet (Meat) [-10].
Quirks: Nostalgic [-1]; Proud [-1].
Features: Born Biter 1; Tail.

Tigricentaur

84 points

Cinematic. A centauroid race with a humanoid torso growing out of the body of a tiger (*Panthera tigris*). You have a divided nature (see *Hybridization*, p. 12) – part “rational” and part “animal.” The first is good at abstract thinking, highly focused, and self-controlled; the second acts quickly and impulsively, especially in battle. In a comedic campaign, you may have Good and Bad Angel (p. 15).

Attribute Modifiers: ST+4 (Size, -10%) [36]
Secondary Characteristic Modifiers: SM +1.
Advantages: Alternate Form (Once On, Stays On, +50%; Reflexive, +40%) [29]; Extra Legs (Four Legs) [5]; Night Vision 3 [3]; Sharp Claws [5]; Sophos Traits [19].
Perks: Fur [1]; Limited Camouflage (Jungle) [1].
Disadvantages: Restricted Diet (Fresh Meat) [-10]; Weak Arms (1/2 ST) [-5].
Features: Digitigrade; Tail.

Alternate Forms

Your Alternate Form is a purely internal shift from one set of largely mental traits to another. Nominally, your base form is the rational Sophos, but the two forms are equally stable; you don't revert if you're knocked out or killed when in the animal Therion form. However, you can change forms reflexively if confronted with danger (when in Sophos form) or with a difficult problem (when in Therion form). Shapeshifting has only the basic cost, as the two forms have the same point cost, as follows.

“Sophos” Traits: IQ+1 [20]; Per-1 [-5]; Single-Minded [5]; Disciplined [-1]. 19 points.

“Therion” Traits: IQ-1 [-20]; Per+1 [5]; Basic Speed+1.00 [20]; Combat Reflexes [15]; Impatient [-1]. 19 points.

FURRY SUPERIOR

Some furry races aren't just analogs of human beings. They have powers unavailable to human beings, which require a source (*Advantage Origins*, pp. B33-34; see **GURPS Powers** for a fuller treatment). The examples here illustrate powers from varied sources. Powers may include a racial power Talent, which gives a bonus to attribute or skill rolls to use abilities of a power (+1 to +4; again, see **GURPS Powers** for greater detail).

Superpowered furies may be either realistic or cinematic.

Kitsune

140 points

In Japanese folklore and legend, foxes (specifically, the red fox, *Vulpes vulpes*, called *kitsune* in Japanese) are highly intelligent and magical – but biologically realistic. When a fox reaches age 100, it gains a second tail and acquires magical powers. The template presented here is for a two-tailed fox, able to assume human form and create magical illusions. Shapeshifting Talent grants a bonus to resist being forced out of assumed human form.

Growth and Shrinking are both taken with the Cosmetic limitation, as defined for Shapeshifting. They don't make you physically larger or smaller, or affect your reach, movement, or physical strength or durability; and your clothing and possessions *seemingly* change size with you. Apparent size increase makes you loom over others, for +1 to Intimidation or to be seen at range; apparent size decrease makes you inconspicuous, for -1 to be seen at range or +1 to hide in a room or vehicle.

*Kitsune care
about social
standing.*

You care about social standing and making an impression, and react badly to being slighted or shamed. You are obsessed with pulling off clever tricks against dangerous adversaries, and take pride in your successes. If you make a promise, you will keep it – but *literally*: you may do things that go against the actual intent of the agreement.

Older kitsune may gain levels of Illusion Talent or added levels of Shapeshifting Talent, up to four levels in each; they have as many extra tails as their total levels. More advanced practitioners of illusion may gain increased levels of Growth and/or Shrinking, or add Illusion with Mental. More advanced practitioners of shapeshifting may gain a spirit Alternate Form that has Possession with Spiritual and can take control of a human host body.

Some kitsune become messengers of Inari, the god of rice cultivation and by extension of wealth and commerce; this can be treated as having a Patron and a Duty. They acquire distinctive white fur and may gain various powers; True Faith is very common.

Attribute Modifiers: ST-6 [-60]; DX+1 [20]; IQ+2 [40].
Secondary Characteristic Modifiers: SM -2.
Advantages: Acute Detect 1 [2]; Claws (Blunt) [3]; Detect Supernatural Phenomena (Reflexive, +40%) [28]; Enhanced Move 1 (Ground Move ×2) [20]; Extended Lifespan 4 [8]; Night Vision 3 [3]; Shapeshifting Talent 1 [5]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1].
Perks: Fur [1].
Disadvantages: Quadruped [-35]; Trickster (15) [-7].
Quirks: Distinctive Features (Extra tail) [-1]; Legalistic [-1]; Proud [-1].
Features: Born Biter 1; Digitigrade; Gracile 1; Tail (×2).

Illusion Abilities: Chameleon 2 (Accessibility, In human form, -10%; Controllable, +20%; Glamour, vs. Will-4, -10%; Magical, -10%) [9]; Elastic Skin (Accessibility, In human form, -10%; Glamour, vs. Will-4, -10%; Magical, -10%) [14]; Growth 1 (Accessibility, In human form, -10%; Cosmetic, -50%; Glamour, vs. Will-4, -10%; Magical, -10%) [2]; Obscure 5 (Dazzle; Accessibility, In human form, -10%; Defensive, +50%; Glamour, vs. Will-4, -10%; Magical, -10%) [12]; Shrinking 1 (Accessibility, In human form, -10%; Cosmetic, -50%; Glamour, vs. Will-4, -10%; Magical, -10%) [1]; Silence 2 (Accessibility, In human form, -10%; Glamour, vs. Will-4, -10%; Magical, -10%) [7].

Shapeshifting Ability: Alternate Form (Fox's human form, below; Magical, -10%) [68*].

* The cost of Alternate Form is figured as follows. The Alternate Form trait itself is disregarded. So are the illusion powers, as the kitsune has them in both forms (some can only be *used* in human form, but the kitsune still *has* them in fox form – this is accounted for as Accessibility). The human form (below) is worth 87 points; the fox form apart from its powers is worth 27 points, a difference of 60 points. Taking 90% of this gives 54 points. The basic ability to change shape costs 15 points; the -10% Magical limitation reduces this to 14 points. Adding 54 and 14 gives 68.

Kitsune's Human Form

87 points

Regardless of the sex of the fox, its human form is likely to be female. If so, this is treated as a feature.

Attribute Modifiers: DX+1 [20]; IQ+2 [40].

Advantages: Acute Detect [2]; Attractive [4]; Detect Supernatural Phenomena (Reflexive, +40%) [28]; Extended Lifespan 4 [8]; Shapeshifting Talent 1 [5].

Perks: Classic Features (*Kitsune kao*, "Fox-faced") [1].

Disadvantages: Supernatural Features (Fox's shadow) [-10]; Trickster (15) [-7]; Unnatural Features 1 (Fox's tails) [-1].

Quirks: Flirtatious [-1]; Legalistic [-1]; Proud [-1].

Features: Tail (x2).

Mighty Mole

135 points

Cinematic. An anthropomorphic species based on the Eastern mole (*Scalopus aquaticus*), but with superhuman powers. You're well-adapted to life in the darkness, with keen hearing and an amazing sense of touch; you can sense low-frequency vibrations both in the air and in the earth. Your eyes possess the ability to work in very low light, at the expense of poor resolution. Your natural build is well-adapted to digging, with strong arms and blunt claws, even when your powers don't work. Over and above this, you have superhuman abilities of tunneling, often faster than you can run; lifting massive weights and grappling powerfully in combat; and surviving conditions deep underground.

Mentally, you have a natural talent for excavation and construction, helped by an intuitive spatial sense that lets you keep track of location underground (see **GURPS Underground Adventures**). You're a patient, careful worker, and always take extra time to do a job right; you can take as much as 60x normal time for +6 to skill. You prefer to be underground

or in enclosed spaces, and being out in the open makes you uncomfortable.

Mighty moles may have one or more levels of power Talent – especially those who take up careers as heroes or villains. These grant bonuses to HT rolls to avoid crippling injury to limbs, self-inflicted injury while lifting, and injury from over 100x native pressure; to Will rolls for extra effort, or to stay conscious while holding your breath; to DX and skill rolls for tunneling movement; and to IQ or skill rolls to dig a stable tunnel. Power Talent adds to Power Dodge rolls to evade an attack by tunneling and to Power Block rolls to double skull DR against an attack.

They may also have extra levels of Master Builder, which add to several skill rolls.

Attribute Modifiers: ST-6 [-60].

Secondary Characteristic Modifiers: SM -3; Basic Move-2 [-10].

Advantages: 3D Spatial Sense [10]; Acute Hearing 2 [4]; Arm ST 1 [5]; Claws (Blunt) [3]; Damage Resistance 1 (Flexible, -20%) [4]; Master Builder 1 [5]; Nictitating Membrane 3 [3]; Night Vision 6 [6]; Sensitive Touch [10]; Subsonic Hearing [5].

Perks: Burrower [1]; Fur [1].

Disadvantages: Bad Sight (Low Resolution) [-25]; Semi-Upright [-5].

Quirks: Dislikes Open Spaces [-1]; Methodical [-1].

Subterranean Abilities: Breath-Holding 5 (Super, -10%) [9]; Damage Resistance 8 (Partial, Skull, -70%; Super, -10%; Tough Skin, -40%) [8]; Injury Tolerance (Unbreakable Bones; Super, -10%) [9]; Lifting ST 35 (Super, -10%) [95]; Pressure Support 1 (Super, -10%) [5]; Tunneling (Move 6; Super, -10%) [54].

*Many things knows
the fox, but the hedgehog
one big thing.*

– Archilochus

Oracular Lamia

175 points

Cinematic. Inspired by the monster from Greek myth. You have the form of a huge rock python (*Python molurus*) with a woman's head. (All lamiae are female; they can reproduce either parthenogenically or by mating with males of other species.) You're viewed as a terrifying monster, and anyone who sees you must make an immediate Fright Check.

Despite your monstrous form, you're highly intelligent and have an amazing memory. In addition, you have a variety of psychic abilities. You're telekinetic, with about half the ST of your physical body, and you can use the power of your will to deflect physical attacks, helping you dodge more effectively.

You can see the unseen and know the unknown. Once a day, you can spend an hour “checking the omens” by making a Sense roll and interpreting them by making an IQ roll; both rolls are at +3, but you’re at -5 to any other task you undertake at the same time. You’re compulsively truthful when prophesying; roll 12 or less to hold back from telling the truth in any way. Finally, you have a true name (which you almost certainly know), and you’re at -5 to resist supernatural control by anyone who learns it.

You generally prefer to be alone. However, anyone who approaches you with formal good manners has an advantage in gaining your cooperation: +1 to their Savoir-Faire (High Society) and -1 to your Will.

An older, more experienced lamia may gain one or more levels of power Talent for Revelation (applying to Detect, Intuition, Oracle, and See Invisible) or Psychokinesis (applying to Enhanced Dodge and Telekinesis). The first gives bonuses to Per for seeing signs and IQ for understanding them. The second adds to DX and IQ rolls to use telekinesis, and to Telekinesis level in Contests of ST *only*.

Attribute Modifiers: ST+1 (No Fine Manipulators, -40%) [6]; IQ+3 [60].

Advantages: Constriction Attack [15]; Damage Resistance 2 (Can’t Wear Armor, -40%; Flexible, -20%; Half-Armored, Lower, -10%) [3]; Double-Jointed [15]; Eidetic Memory [5]; Hard to Kill 3 [6]; Longevity [2]; Nictitating Membrane 2 [2]; Terror (When seen; Always On, -20%) [24].

Perks: Focused (Checking omens) [1]; Parthenogenesis [1]; Scales [1].

Disadvantages: Horizontal [-10]; No Fine Manipulators [-30]; Restricted Diet (Fresh Meat) [-10]; Social Stigma (Monster) [-15].

Quirks: Easily Influenced (Posh) [-1]; Name-Bound [-1]; Truthfulness (When prophesying) [-1]; Uncongenial [-1].

Features: No Legs (Slithers); Tail.

Psychokinetic Abilities: Enhanced Dodge 4 (Limited, Physical, -20%; Psionic, -10%) [42]; Telekinesis 5 (Cannot Affect Self, -20%; Cannot Punch, -10%; Psionic, -10%) [15].

Revelatory Abilities: Detect Revelatory Abilities (Psionic, -10%; Vague, -50%) [4]; Intuition (Psionic, -10%) [14]; Oracle (Psionic, -10%) [14]; See Invisible (To electromagnetic vision; Psionic, -10%) [14].

Wardog

175 points

Biologically realistic. A member of a supersoldier race genetically engineered from the domestic dog (*Canis familiaris*). You’re physically strong and fit, with naturally good

health, reflected in good looks. You’re also perceptive, quick to react, and well-coordinated. Your metabolism requires a fourth daily meal. You’re a little less intelligent overall than a human, but with an innate talent for tactical thinking that manifests in sensitivity to danger and quickness to react to it – you’re not easily frightened or intimidated. You’re more at ease in the company of fellow wardogs, or of humans who’ve earned your trust, than you are alone. You readily accept training that restrains you from using your combat abilities unless attacked or legitimately ordered to fight. Specialized enhancements protect you from blood loss and broken bones.

Unarmed combat training for wardogs commonly includes the use of the mouth to bite, grapple, and worry, with appropriate perks and techniques.

Attribute Modifiers: ST+2 [20]; DX+1 [20]; IQ-1 [-20]; HT+3 [30].

Secondary Characteristic Modifiers: Will+1 [5]; Per+2 [10]; Basic Speed+1.00 [20].

Advantages: Attractive [4]; Combat Reflexes [15]; Danger Sense (Hypersensory, -50%) [8]; Discriminatory Smell [15]; Fearlessness 2 [4]; High Pain Threshold [10]; Injury Tolerance (Unbreakable Bones) [10]; Night Vision 3 [3]; Parabolic Hearing 1 [4]; Resistant to Bleeding (+3) [1]; Sharp Teeth [1]; Temperature Tolerance 1 (Cold) [1]; Ultra-hearing [5]; Very Fit [15].

Perks: Fearsome Stare [1]; Fur [1]; Penetrating Voice [1].

Disadvantages: Short Lifespan 1 [-10].

Quirks: Congenial [-1]; Disciplined [-1]; Hungry [-1].

Racial Skill Bonuses: Tactics+2 [4].

Features: Born Biter 1; Digitigrade; Tail.

Biological Enhancements

+105 points

In a higher-powered campaign, wardogs may have biological enhancements from a supercharged metabolism.

You may want to buy one or more levels of Hypermetabolic Talent, at 5 points/level. Each level gives +1 to control rolls when moving fast, and to Will and HT rolls for extra effort when lifting, and to avoid self-inflicted injury when lifting or striking blows.

Hypermetabolic Abilities: Enhanced Move 1 (Ground Move x2; Biological*, -10%) [18]; Lifting ST 12 (Biological*, -10%) [33]; Striking ST 12 (Biological*, -10%) [54].

* These abilities have a variant form of Biological (**GURPS Powers**, p. 26), and their FP cost can only be repaired by consuming massive quantities of extra food.

FUNNY ANIMALS

The least realistic furry characters are classic funny animals: characters who are referred to as animals, but are drawn in a simplified way that makes their “animality” a visual abstraction, and who act mostly human. (This kind of characterization can also be applied to “human” characters or to other sorts of nonhumans – for example, to machines such as automobiles, or to toys.) This may be simply a visual

style, or these beings may coexist with realistic people and settings. In the latter case, they have Unnatural Features 5 (Three-dimensional drawing), giving -5 to Disguise and Shadowing and giving others +5 to identify and follow them, unless they’re among other funny animals. The templates here include this trait.

To turn a funny animal into a nearly indestructible “toon” (see **GURPS Template Toolkit 2: Races**), add the following trait to the template: Unkillable 2 (Achilles’ Heel, Cosmic attack, Rare, -10%) [90].

Duck

-14 points

A cartoon duck, usually modeled on the domestic duck (*Anas platyrhynchos*), along the lines of such characters as Daffy Duck, Donald Duck, or Howard the Duck. Despite being nominally a duck, you spend your time on land and aren’t necessarily a good swimmer. You’re quick to take action and occasionally fly into violent rages.

Secondary Characteristic Modifiers: SM -2.

Perks: Feathers [1]; Sure-Footed (Water) [1]; Waterproofing [1].

Disadvantages: Bad Temper (12) [-10]; Unnatural Features 5 (Three-dimensional drawing) [-5].

Quirks: Distinctive Speech [-1]; Impatient [-1].

Features: Four-Fingered; Zoomorph (Duck).

Mouse

5 points

A cartoon version of the house mouse (*Mus musculus*), as seen in *Krazy Kat*, *Tom and Jerry*, *Merrie Melodies* (Speedy Gonzales), *Pinky and the Brain*, and other comic strips and cartoons. You’re tiny and like to hide in the shadows, and you have good night vision. You have strong front teeth that let you gnaw holes in baseboards or food containers. You’re casual about taking risks to get what you want. With your small size, fur, and big ears, people tend to see you as “cute.”

Secondary Characteristic Modifiers: SM -7.

Advantages: Night Vision 3 [3]; Pitiable [5].

Perks: Chisel Teeth [1]; Fur [1]; Limited Camouflage (Shadows) [1].

Disadvantages: Unnatural Features 5 (Three-dimensional drawing) [-5].

Quirks: Audacious [-1].

Features: Four-Fingered; Tail; Zoomorph (Mouse).

Raptor

40 points

A cartoon human-sized predatory dinosaur, along the lines of the “velociraptors” in *Jurassic Park* and many later works. These are no more accurate a portrayal of *Velociraptor mongoliensis* than Warner Brothers’ Taz was of Tasmanian devils; they’re closer to *Deinonychus antirrhopus*, a related species with a less cool name. In funny animals, though, a little inaccuracy is okay!

You’re an extraordinarily smart dinosaur, about at the level of a chimpanzee, just over the threshold of sapience – but you can’t be schooled and you act like a wild animal. You react quickly in combat and are difficult to frighten. When challenged, you fix an adversary with a stare that can act as an Intimidation attempt. You’re good at concentrating when you stalk prey. Your preferred attack is a kick with the long claws on your feet, which can inflict either cutting or impaling damage. Your jaws can gape enormously wide, in a biting attack or a threat display giving you +2 to Intimidation, but your foes have +2 to attack your open mouth. You can swallow nearly anything you can fit into your mouth (up to SM -2).

You may have either scales or feathers, depending on which view of dinosaurs the GM prefers.

Attribute Modifiers: DX+3 [60]; IQ-4 [-80]; HT+1 [10].

Secondary Characteristic Modifiers: Will+3 [15]; Per+5 [25].

Advantages: Combat Reflexes [15]; Damage Resistance 2 (Flexible, -20%) [8]; Enhanced Move 1 (Ground Move x2) [20]; Fearlessness 1 [2]; Payload 5 (Aspected, Only if it’s funny!, -20%) [4]; Sharp Teeth [1]; Talons [8].

Perks: Fearsome Stare [1]; Feathers or Scales [1].

Disadvantages: Bestial [-10]; Disturbing Voice [-10]; Ham-Fisted 2 [-10]; Restricted Diet (Fresh Meat) [-10]; Social Stigma (Uneducated) [-5]; Unnatural Features 5 (Three-dimensional drawing) [-5].

Quirks: Attentive [-1]; Dull [-1].

Features: Born Biter 2; Digitigrade; Tail; Zoomorph (Velociraptor).

Racially Learned Techniques: Kicking (A) DX [2].

Turtle

-10 points

A cartoon version of the Eastern mud turtle (*Kinosternon subrubrum*), like Walt Kelly’s Churchy LaFemme. You’re slow-moving, relying on your shell for protection; unlike real turtles, you can pull your head and limbs entirely inside your shell. You’re also slow to change tracks mentally, giving -3 to notice distractions, but +1 to complete long tasks – including physical tasks such as foot races. You’re equally at home on land and in water, and can hold your breath for a long time.

Secondary Characteristic Modifiers: SM -2; Basic Speed-2.00 [-40].

Advantages: Amphibious [10]; Breath-Holding 1 [2]; Damage Resistance 5 (Partial, Torso, -10%) [23].

Perks: Retraction [1].

Disadvantages: Unnatural Features 5 (Three-dimensional drawing) [-5].

Quirks: Attentive [-1].

Features: Zoomorph (Turtle).

*The monkeys stand for honesty, giraffes are insincere,
And the elephants are kindly but they’re dumb.
Orangutans are skeptical of changes in their cages . . .*

– Simon and Garfunkel, “At the Zoo”

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Consult this sampling of resources to find inspiration for your next campaign.

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Swift, Jonathan. *Gulliver's Travels* (1726). The fourth part of this satirical novel portrays a race of sapient horses.

Terry, Patricia (translator). *Renard the Fox* (University of California Press, 1992). A modern version of the medieval French satirical adventure stories.

Wells, H.G. *The Island of Dr. Moreau* (1896). One of Wells' classic science-fiction novels, regarded as the source of the theme of "uplift" – in this version a tragic and horrifying failure.

Wu Cheng'en (Anthony C. Yu, translator). *Journey to the West* (University of Chicago Press, 2012). One of the four classic novels of China. An often comedic epic in which an anthropomorphic monkey, Sun Wukong, gains superpowers

and is sent on a mission to bring Buddhist scriptures to China.

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Oh, what have I done?

I've killed the wabbit

— Elmer Fudd,
in "What's Opera, Doc?"

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*I miss the **fresh** meat! You know, because in Brazil we are predominantly carnivores.*

*– The Brazilian puma,
in Creature Comforts*

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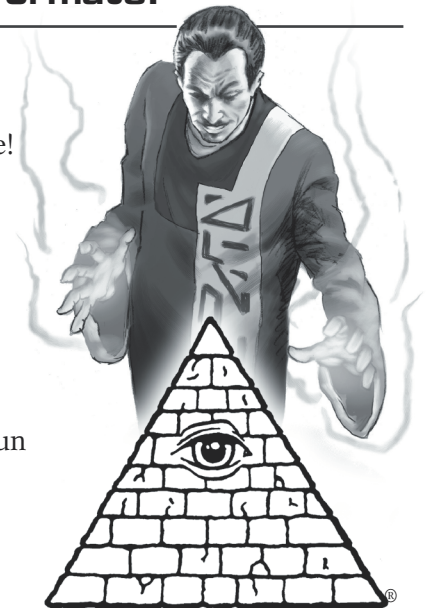
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